MONSTERS & MERCENARIES
COLLECTORS' GUIDE

WARHAMMER®

MORDHEIM™

GAMES WORKSHOP®

What is a Collectors' Guide?

The Monsters & Mercenaries Collectors' Guide is the definitive tome for anyone interested in the Warhammer Dogs of War, Ogre Kingdoms, Kislev, Monsters and Siege miniatures range. It's ideal for anyone who collects these armies, containing the full range of Warhammer Dogs of War, Ogre Kingdoms, Kislev, Monsters and Fortress and Siege models and their component parts.

We've laid the range out to take into account the different facets of the Dogs of War, Ogre Kingdoms and Kislev Armies. All the Dogs of War are in one section, for example, with Lords and Heroes followed by Core Units and then Special Units finishing off with Rare Units. The same goes for Ogre Kingdoms and Kislev. We hope this will make it easier for you to navigate through and find the models or components you are looking for.

The Monsters & Mercenaries Collectors' Guide is far more than a simple catalogue, also included within are a number of other features such as painted examples of Dogs of War, Ogre Kingdoms or Kislev, some fantastic armies painted and collected by Games Workshop staff, conversions, Golden Demon winners and great dioramas.

So if you collect, paint or game with any of the Dogs of War, Ogre Kingdoms or Kislev armies or would like to play siege games, then this is the book for you.

When you reach the Components section, you will find that some of the models are labelled as *Classic*, *Collectors'* and *Mordheim*.

Classic Range

Classic Range models (like the pikeman, pictured right) are no longer available in stores but are still ideal for use in your army.

Collectors' Models

Collectors' models (like the Giant Ogre, pictured far right) are no longer available in stores but represent a real piece of Games Workshop history (some models being over 10 years old!). Although they are mostly no longer covered by the rules, these models still make great collectors' pieces or as a basis for conversion work.

Mordheim

Mordheim is a tabletop skirmish game set in the Warhammer world. Many of the models are fully compatible with the Warhammer range, and make a great basis for conversions.

Don't worry, all the *Classic*, *Collectors'* and *Mordheim* models are clearly labelled inside.

How can I order these models?

IN-STORE ORDER SERVICE

Visit your local Games Workshop Hobby Centre and our friendly staff will be more than happy to help you use our in-store order service. Using this Collectors' Guide, or any of the catalogues available in the stores, you can choose from the largest range of Games Workshop products in the world. Your order can be delivered to any of our Games Workshop Hobby Centres nationwide or sent direct to your home, whichever is most convenient for you.

ONLINE STORE

The Games Workshop Online Store carries the full range of Warhammer miniatures, as well as a large selection of other Games Workshop products. Order with confidence, as our website is secure. With our fast order picking your order will be in your hands in no time. To visit our web store go to: **www.games-workshop.co.uk/store**.

GIVE US A CALL

We have a team of staff standing by to take your call. If you would like to order anything from this Collectors' Guide, get some rules or hobby advice, then give us a call on **0115 91 40000**.

WRITE TO US

If you prefer to post your order or write us a letter then send it to:
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK.

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CREDITS

Project Planning: Glen Robinson, John Carter, Peter Gosling and Caroline Law

Design & Production: Pinyo Gulashart

Production Assistant: Michele Isaja

Editorial: Michelle Barson

Code Checking: Muir Murdoch, Mark Cox & Michele Isaja

Miniature Designers: Aly Morrison, Trish Morrison, Colin Dixon, Mark Bedford, Paul Muller, Michael Perry, Gary Morley, Shane Hoyle, Colin Grayson, Dave Andrews, Tim Adcock, Dave Thomas, Steve Selah, Mark Harrison, Norman Swales, Martin Footitt, Seth Nash, Nick Bibby, Juan Diaz, Alex Hedström, Brian Nelson, Adam Clarke, Jes Goodwin, Chris Fitzpatrick

Invaluable Assistance: Andrew Sharman, Tim Vincent, Karen Miksza, Paul Foulkes, Helen Trout, Stuart White, Alan Bligh, Tom Gilbert, Keith Robertson and the 'Eavy Metal team, Marc Elliott and the Repro team, Paul Sawyer and the White Dwarf team and all the people who painted and submitted models for this catalogue.

DOGS OF WAR

Tilea is the home of the Mercenary, where Dogs of War go to find employment and where would-be lords and rulers go to find them. It is split into many squabbling republics and principalities, which ensures that there is always work for a warrior willing to fight for gold. No mercenary worth his sword will ever get bored in Tilea!

Every year, expeditions large and small set off for the fabled lands of Lustria and Cathay, seeking new trade routes or simply to plunder. This makes Tilea a magnet for every scoundrel with a lust for gold and an eye for adventure. It is a hero's starting point in countless tales of daring exploits, brave rescues, and impossible deeds – and some stories are true!

Tobaro

Tobaro is the only great Tilean city of the western shore of the Tilean Sea. Situated alone on the rugged coastline the city has had to defend itself numerous times from the pirates and raiders that have infested the nearby waters and isles during its long history. The famous Palazzo of the princes sits atop a bastion of rock above the city, guarded by strong walls that have never been breached. Tobaro's martial skills have resisted several sieges holding out against several would-be conquerors from Estalia and even the great horde of Araby during the great Sultan Jaffar's invasion of Estalia and the surrounding lands. Tobaro has seen its fair share of internal strife as well, and despite numerous plots and attempts to set up a separatist republic, Tobaro has staunchly remained a principality, and the fight for the rank of Prince is ever full of secret plots, treacherous alliances and other intrigues, in the pure Tilean tradition.

Remas

Remas is a great and ancient city famed for its huge circular harbour, built, it is said, by the High Elves in elder days as the home of their greatest seagoing fleets. The city today is a place of constant bustle, and teems with the comings and goings of its mighty populous. Remas is also famed for the numerous and strong mercenary armies based there, and is particularly known for its stalwart pikeman. These free companies in turn are supplied by the many merchant houses of the city, and the cream of their numbers form the merchant house's retinues, and the murderously efficient guards of the city's ruling council. The City State of Remas has been a relatively stable republic for several centuries thanks to power and reputation of these troops, who have resisted tyrants and would-be conquerors on innumerable occasions.

Sartosa

The fallen city of Sartosa is a haunted rambling mass of ruins and shanty dwellings, where ancient Elven and Dwarf architecture, mixed up with later additions from Tilea and Arabian colonies. The whole half-destroyed appearance of the city is made increasingly worse by occasional cannonades from passing ships in the straits beyond, taking a small measure of retribution on its inhabitants.

The settlements on Sartosa have been ravaged on numerous occasions. The first and greatest city there, built by the High Elves at the height of their power, was destroyed by the Dark Elves acting in concert with Settra's fleet, and what little population that did not perish in the onslaught was carried off into slavery. Since then the haunted ruins became home to outlaw bands, refugees and mercenaries of the worst sort. Over time the various mercenary bands and armed gangs occupying the isle stopped fighting each other and began to cooperate, taking to piracy – pillaging Tilean shipping, coastal settlements, and anything else they could catch sailing the Tilean sea – endeavours that proved to be much more lucrative than hiring themselves out in mainland wars. As the years passed the pirates of Sartosa have become more organised, and it has become the custom to elect a "Pirate Prince" of Sartosa; a grand title for one who does not really rule this island of cut-throats and killers, but for a respected warlord who can be called on to settle disputes over loot and vendetta with bloody-handed rough justice.

Luccini

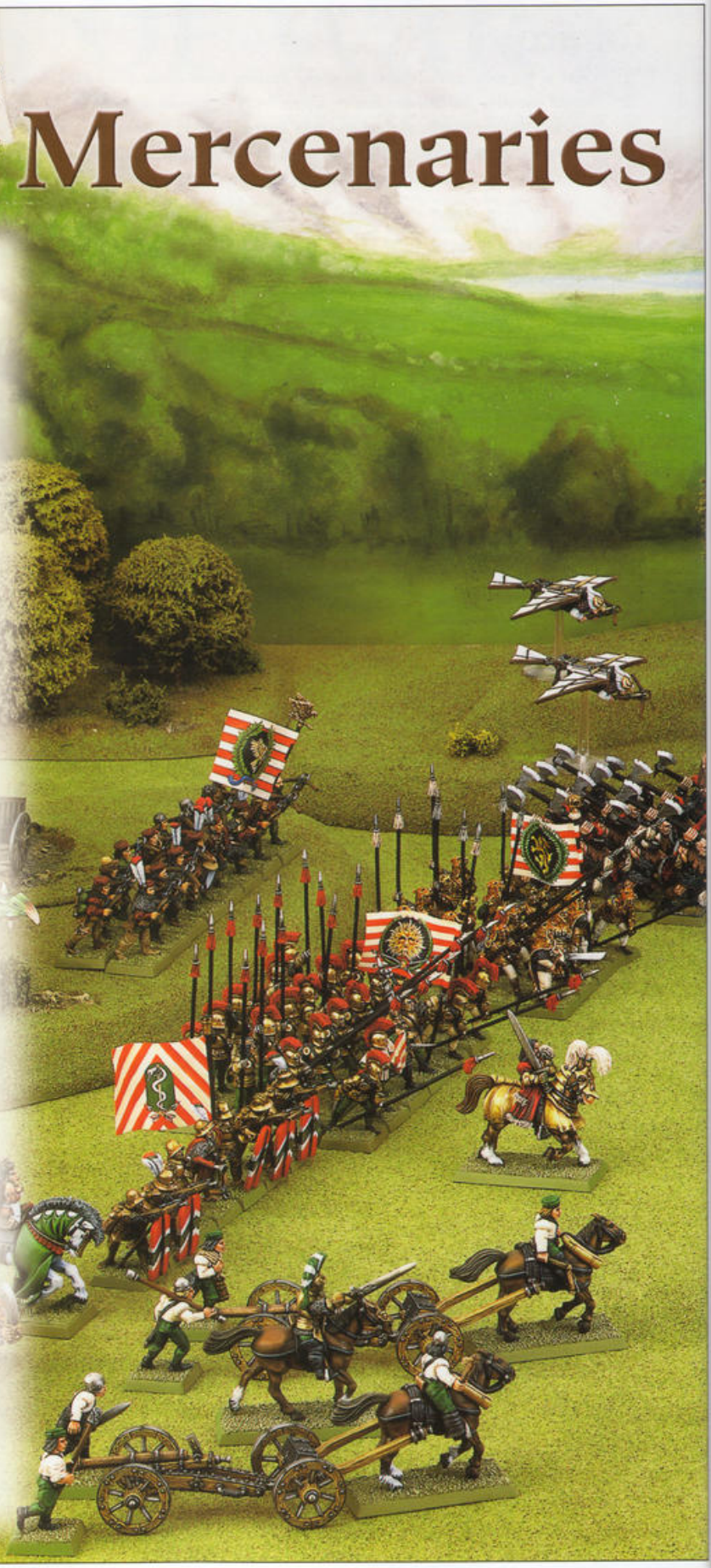
The city of Luccini rests beside the Tilean Sea at the southern tip of the Tilean lands, staring out across the waters and the benighted island of Sartosa. This proximity has framed much of the city's history, as Luccini has been near a continuous state of war with the pirates of Sartosa for long years, and consequently has developed a very strong fleet of galleys that have made it one of the strongest military powers in Tilea. This militant city has also brought forth many mercenary generals of repute that have learned their trade in Luccini's incessant wars. The city itself was named after Luccina who is regarded as its patron Goddess, who with Lucan is venerated there in a great temple to the divine twins on the city's renowned acropolis.

The Prince of Luccini usually claims descent from one or the other of these two legendary figures, which of course means that two rival factions are habitual claimants for the seat of power there – not surprisingly, the principality has changed hands between the factions more times than anybody can remember, and never without blood being spilt as abundantly as the wine in the notorious revels for which the city is also justly famous!

The Rise Of Mercenaries

From early times, the merchants of Tilea hired soldiers to defend their ships from pirates on the high seas and to escort their merchandise on overland trade routes. Of course, warehouses and property also had to be guarded, and so it became usual for merchants to maintain troops more or less all the time.

The various mercantile families also used their mercenaries to further their political ambitions at home, either to make themselves absolute rulers of their cities, or to oppose such tyrants and proclaim a republic! In Tilea money is power – and power, military might and status all amount to pretty much the same thing.



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Section One

Lords & Heroes

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Lords & Heroes

Mercenary Paymaster

MYDAS THE MEAN
99110214022 **£18 Complete**

Mercenary Generals

Example of completed Mercenary General.

This model requires the Armoured Horse sprue. For codes and prices, please refer to page 10.

MERCENARY GENERAL'S HORSE HEAD
9947021400302 **£1.50**

MERCENARY GENERAL BODY
9947021400301 **£5**

Example of completed Lucrezzia Belladonna.

This model requires the Knight Horse sprue. For codes and prices, please refer to page 10.

LUCREZZIA BELLADONNA'S HORSE HEAD
9947021402002 **£1**

LUCREZZIA BELLADONNA
9947021402001 **£5**

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Lords & Heroes

LORENZO LUPO BODY
9947021403001 **£4**

LORENZO LUPO SHIELD
9947021403002 **50p**

Example of completed Lorenzo Lupo.

BORGIO THE BESIEGER LANCE AND SHIELD
9947021402902 **£1**

This model requires the Armoured Horse sprue. For codes and prices, please refer to page 10.

BORGIO THE BESIEGER BODY
9947021402901 **£5**

Example of completed Borgio the Besieger.

Witch Hunters - Wilhelm & Johan

WILHELM THE WITCH MASTER
9947021404401 **£5**

JOHAN SIGMARITE PRIEST
9947021404402 **£5**

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Lords & Heroes

Heroes of Albion

Example of completed Dark Emissary.

DARK EMISSARY HEAD
9947021405002 **£1**

DARK EMISSARY BODY
9947021405001 **£4**

ALBION FENBEAST
99060214051 **£9 Complete**

ALBION TRUTHSAYER
9947021404901 **£5**

ALBION GIANTS DRUID - HENGUS
9947021404701 **£5**

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Lords & Heroes

Gotrek & Felix

GOTREK
9947029902501 **£7**

FELIX SWORD
9947029902503 **£1**

FELIX BODY
9947029902502 **£5**

Example of completed Felix.

CLASSIC FELIX JAEGER
9947020500402 **£6**

CLASSIC GOTREK GURNISSON
9947020500401 **£7**

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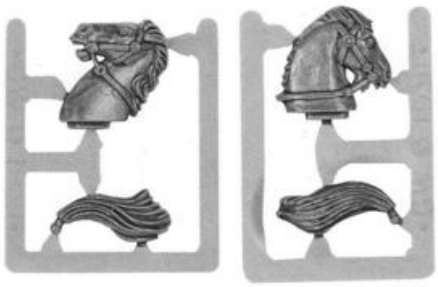
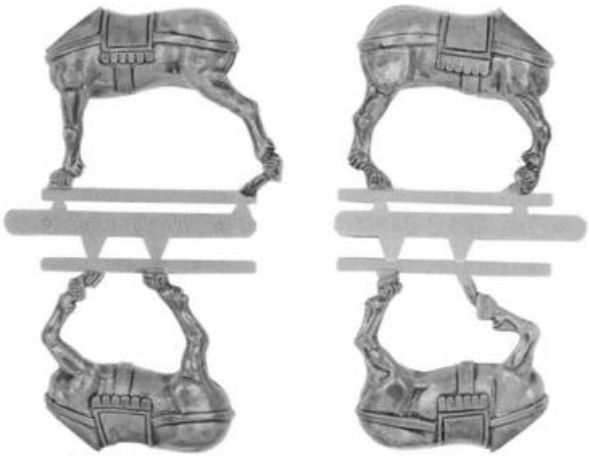
Lords & Heroes

Plastic Horses

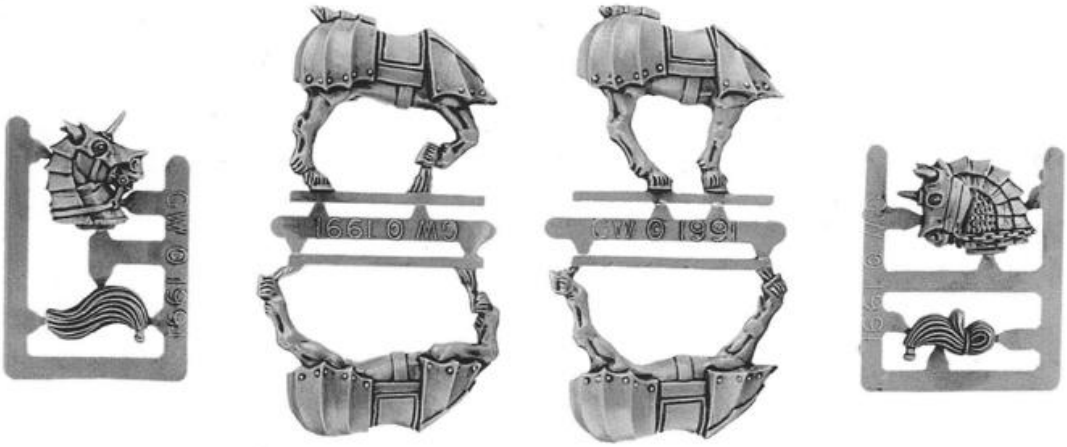
Sprues shown at 80% actual size.



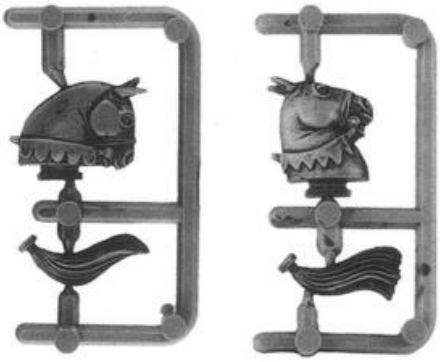
MEDIEVAL HORSE HEAD & TAIL
99389999013 **£1**
(1 random Medieval head & tail sprue supplied)



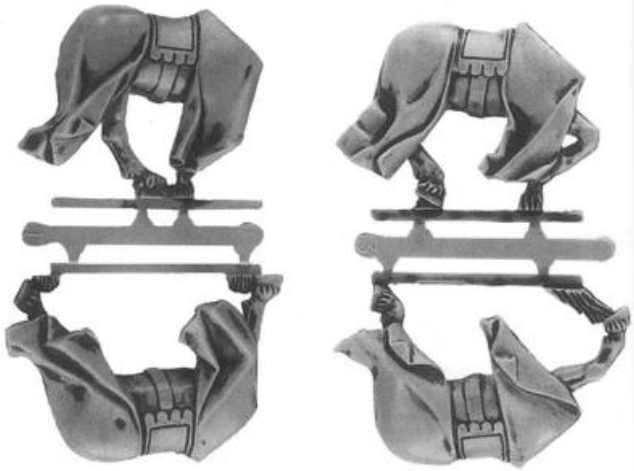
MEDIEVAL HORSE BODY
99389999003 **£1**
(1 random Medieval body sprue supplied)



COMPLETE ARMOURED HORSE
99380299004 **£2**
(1 random complete Armoured Horse sprue supplied)



KNIGHT HORSE HEAD & TAIL
99389999014 **£1**
(1 random Knight Horse head & tail sprue supplied)



KNIGHT HORSE BODY
99389999004 **£1**
(1 random Knight Horse body sprue supplied)

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Section Two

Core Units

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AL MUKTAR'S DESERT DOGS

To a young Werner Glook, the life of a desert warrior sounded adventurous and exciting. He abandoned his old name, clothes and habits, became Al Muktar and joined the band of bandits that had originally attacked him. Soon, the bandits were known and feared all along the coast of Araby. They became renowned as the Desert Dogs – horsemen of unparalleled ferocity wielding mighty scimitars of gleaming steel. Their battle-cry of 'Al Muktar' became feared throughout the land.

SHIELD DESERT DOG
9947021400608 **50p**

AL MUKTAR'S DESERT DOGS
(Contains 1 random model)
99060214027 **£5 Complete**

This model requires the Medieval Horse sprue. For codes and prices please refer to page 10.

AL MUKTAR
9947021400601 **£4**

AL MUKTAR'S DESERT DOGS
(Contains 5 models including command)
99110214006 **£20 Complete**

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BRAGANZA ARM
9947021401302 **£1**

BRAGANZA BODY
9947021401301 **£4**

BRAGANZA'S BESIEGERS

The famous regiment of Besiegers was originally employed by the ingenious Borgio 'The Besieger', Prince of Miragliano, as a special siege unit of crossbowmen. Borgio wanted marksmen who could pick off defenders on the walls at close range in the face of a hail of enemy missiles, hold ramparts against assault, provide missile support for sappers and miners, man siege towers and, if need be, stand their ground against enemy units sallying out of besieged fortresses. Braganza's troops soon proved their worth in Borgio's many sieges and turned out to be equally good as a rearguard in open battle.

BRAGANZA'S BESIEGERS
(Contains 3 random models)
99060214021 **£7 Complete**

BRAGANZA'S BESIEGERS
(Contains 12 models including command)
99110214013 **£25 Complete**

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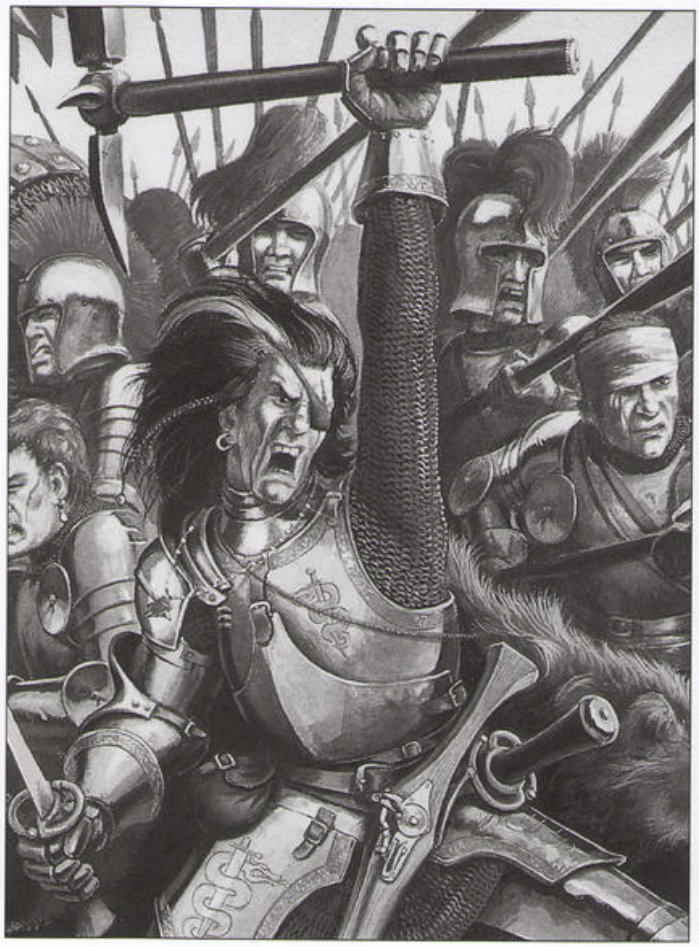
THE ALCATANI FELLOWSHIP

The life of a farmer, even a wealthy landowner, was never an easy one in the war-torn land of Tilea. When Roderigo Delmonte found himself destitute he embarked upon the only course of action that remained to him: he became a soldier. His workforce, faced with the unappealing option of starvation, signed up without question. In Remas, Roderigo sold his last and favourite mule and with the proceeds bought some shoddy armour, a few second-hand helmets, and a batch of slightly bent pikes. With a bit of elbow grease, a few hammer blows, and the aid of a steaming kettle, Roderigo's men set about preparing themselves for their first battle.



THE ALCATANI FELLOWSHIP
(Contains 12 models including command)
99110214001 **£25 Complete**

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RODERIGO DAGGER ARM
9947021400103 **50p**

RODERIGO BODY
9947021400101 **£4**

RODERIGO HAMMER ARM
9947021400102 **£1**

ALCATANI PIKEMEN
(Contains 3 random rear rank pikemen)
99060214054 **£6 Complete**

PIKEMEN OF ALCATANI
(Contains 1 front, 1 second and 1 rear rank pikemen)
99060214016 **£6 Complete**

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LEOPOLD'S LEOPARD COMPANY

After much hard campaigning the regiment had been mauled in many unlucky battles. The superstitious soldiers regarded this as the vengeance of the leopard which they had sworn to protect and whose temple they had pillaged. Leopold, anxious to hold his regiment together, called a meeting on the stricken battlefield of Terramorta and told his men that they must regain the favour of the gods. So they voted to appease the leopard by sending back a portion of everything they captured as loot to the temple in Luccini. The next battle ended in overwhelming victory against all the odds, with the Leopard Company taking the lion's, or rather the leopard's, share of the loot! For Leopoldo, it earned him the nickname di Lucci meaning 'the fortunate'. Since then the regiment has gone from strength to strength fighting in many far distant lands, but always remembering to send something back for the coffers of the priests of the temple at Luccini.

LEOPOLD'S LEOPARD COMPANY
(Contains 12 models including command)
99110214011 **£25 Complete**

LEOPOLD'S LEOPARD COMPANY
(Contains 3 random rear rank pikemen)
99060214055 **£6 Complete**

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LEOPOLD'S ARM
9947021401110 **£1**

LEOPOLD BODY
9947021401109 **£4**

LEOPOLD'S LEOPARD COMPANY
(Contains 1 front, 1 second and 1 rear rank pikemen)
99060214024 **£6 Complete**

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MARKSMEN OF MIRAGLIANO

One of the most famous regiments to use the crossbow is known simply, but aptly, as the Marksmen. The Marksmen have been going for a hundred years or more, under several different Captains. As one Captain fell in battle or retired, the most senior surviving Marksman would assume leadership, and the regiment would continue. The regiment always recruits its soldiers from Miragliano, and returns to its home city every now and again to replenish its ranks and renew family ties. Any recruit must prove his marksmanship by shooting a bolt through the head of the Prince on a gold ducat. The coin is, of course, placed in the centre of a target set at a range of 300 paces!

MAXIMILIAN DAMARK ARM
9947021400202 **£1**

MAXIMILIAN DAMARK BODY
9947021400201 **£4**

MARKSMEN OF MIRAGLIANO
(Contains 3 random models)
99060214018 **£6 Complete**

MARKSMEN OF MIRAGLIANO
(Contains 12 models including command)
99110214002 **£25 Complete**

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PIRAZZO'S LOST LEGION

Pirazzo's Lost Legion are all that remains of the expedition sent to Lustria by the merchants of Tobaro. The regiment was one of three recruited in Tobaro from among the reckless and poverty-stricken youths of the city. The promise of untold wealth to be found in the jungles of Lustria was a temptation none could resist and they joined the colours in droves.

PIRAZZO BODY
9947021403112 **£4**

PIRAZZO ARM
9947021403113 **£1**

PIRAZZO'S LOST LEGION
(Contains 3 random models which can be armed with either a pike or crossbow)
99060214032 **£6 Complete**

PIRAZZO'S LOST LEGION
(Contains 12 models including command)
99110214031 **£25 Complete**

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RICCO'S REPUBLICAN GUARD

With Ricco at their head, the regiment marched out of Remas with their loot. The citizens cheered them from the rooftops, and a few tears were shed by the ladies of Remas who threw silken scarves and handkerchiefs which the troopers tied about their arms and helmets as a memento of the hospitality they had enjoyed. They marched from Tilea to Sartosa and travelled over the sea to Estalia, Bretonnia, the Empire, Kislev and the beleaguered Border Princes, where the regiment has continued to win fame and renown ever since.

RICCO ARM
9947021400815 **50p**

RICCO BODY
9947021400814 **£4**

RICCO'S REPUBLICAN GUARD
(Contains 3 random models)
99060214026 **£6 Complete**

RICCO'S REPUBLICAN GUARD
(Contains 12 models including command)
99110214008 **£25 Complete**

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VESPERO'S VENDETTAS

The most notorious band for hire in Tilea and the lands beyond is that of Vespero: a young and reckless nobleman, much given to self indulgence and dubious escapades. Unfortunately, Vespero's romantic adventures got him into trouble while he was employed as a mercenary bodyguard to a noble lady and his expert skill resulted in the untimely end of so many noble youths in the city that their families all swore vendettas against him and put a bounty of one million gold ducats on his head! Hunted through the streets by rival duellists, he barely escaped from the city with his life. From that moment, Vespero, together with his band of reckless young duellists (hand-picked by him as the best exponents of their art) were up for hire to the highest bidder. They soon earned a notorious reputation, not only in street fights but in various battles, coups and revolts throughout Tilea and beyond.

VESPERO BODY
9947021403401 **£4**

VESPERO DAGGER ARM
9947021403402 **50p**

VESPERO'S VENDETTAS
(Contains 3 random models)
99060214035 **£6 Complete**

VESPERO'S VENDETTAS
(Contains 5 models including Vespero)
99110214034 **£12 Complete**

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VOLAND'S VENATORS

Voland came to Tilea from somewhere within the Empire. At the time he was just one of many mercenary heroes hired by the Tileans in their never-ending wars. He rose to prominence as leader of a band of mercenary knights called the Venators, which means 'hunters' in low Tilean. The motives of Voland and his brother knights could not have been more different from the Bretonnian or even the Empire traditions of knighthood! They were soldiers of fortune interested only in two things, namely money and spending it! They were also expert cavalry whose thunderous charge could scatter the deepest enemy formations – something which the Tileans desperately needed, but lacked until that time.

VOLAND BODY
9947021403301 **£4**

This model requires the Armoured Horse sprue. For codes and prices please refer to page 10.

VOLAND'S VENATORS LANCE ARM
9947021403305 **£1.50**

VOLAND'S VENATORS SHIELD
9947021403306 **50p**

VOLAND'S VENATORS
(Contains 1 random model)
99060214036 **£6 Complete**

VOLAND'S VENATORS
(Contains 5 models including command)
99110214033 **£25 Complete**

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Section Three

Special Units

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LUMPIN CROOP'S FIGHTING COCKS

Lumpin Croop and his band wear the time-honoured costume of Halfling poachers and gamekeepers. This consists of leather coat and trousers, decorated with plumes and furs. They also have distinctive fur caps made of fox-skin, beaver, or the pelt of some other wild creature, with the tail dangling down the back.

The Halflings carry packs, flasks and satchels full of provisions. They also wear light, armoured jackets either beneath or over their leather coats and carry a shield, often strapped to their back to leave both hands free for shooting. Lumpin's own shield has all the appearance of having once been the dartboard in the Old Pig and Bucket.

LUMPIN CROOP SHIELD
9947021403706 **50p**

LUMPIN CROOP
9947021403705 **£4**

LUMPIN CROOP'S FIGHTING COCKS
(Contains 3 random models)
99060214038 **£6 Complete**

LUMPIN CROOP'S FIGHTING COCKS
(Contains 12 models including command)
99110214037 **£25 Complete**

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Classic Halflings

HALFLING STANDARD BEARER
9947020202903 **£3**

HALFLING CHAMPION
9947020202901 **£3**

HALFLING DRUMMER
9947020202902 **£3**

HALFLING WITH BOW 1
9947020202708 **£2.50**

HALFLING WITH BOW 2
9947020202709 **£2.50**

HALFLING WITH BOW 3
9947020202718 **£2.50**

HALFLING WITH BOW 4
9947020202717 **£2.50**

HALFLING WITH BOW 5
9947020202715 **£2.50**

HALFLING WITH BOW 6
9947020202716 **£2.50**

HALFLING WITH SWORD 1
9947020202704 **£2.50**

HALFLING WITH SWORD 2
9947020202705 **£2.50**

HALFLING WITH SPEAR 1
9947020202706 **£2.50**

HALFLING WITH SPEAR 2
9947020202707 **£2.50**

Classic Hotpot

HALFLING HOTPOT
99060202028 **£9 Complete**

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GOLGFAG'S MERCENARY OGRES

Golgfag is the biggest, ugliest and quite definately the loudest Ogre to shamble out of the Ogre Kingdoms in living memory. He soon found himself leading a bunch of almost equally brutal Ogre warriors. Golgfag's stay in the Border Princes proved a successful and profitable one. The Ogres grew fat and wealthy. They kept very busy by one side or another and were given every chance to indulge their appetite for fresh meat. Since those days, Golgfag's reputation has grown and grown. So has his girth. But he still has a few scores to settle, not least with the Dwarfs of Karak Kadrin and with the treacherous Lorenzo Lupo.

GOLGFAG'S MERCENARY OGRE
(Contains 1 random model)
99060214023 **£10 Complete**

GOLGFAG HEAD
9947021401202 **£2**

GOLGFAG BODY
9947021401201 **£5**

GOLGFAG RIGHT ARM
9947021401203 **£1.50**

GOLGFAG LEFT ARM
9947021401204 **£1.50**

GOLGFAG'S MERCENARY OGRES
(Contains 5 models including command)
99110214012 **£30 Complete**
Shown at 85% actual size.

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LONG DRONG'S SLAYER PIRATES

Long Drong (who as his name suggests was a rather tall Dwarf and claimed a dubious line of descent from Drong the Hard) legendary Dwarf ancestor known from many sagas, began his career as a Dwarf seafarer in Barak Varr. He worked his way up from cabin Dwarf to captain. That was until one terrible voyage around the coast of Sartosa. A storm blew up, the worst for a hundred years, and the ship foundered on the treacherous rocks, the entire cargo of rare Dwarf ale was lost. This disaster was something no Dwarf could bear, and no self-respecting Dwarf captain would wish to survive. Long Drong knew his career as a Dwarf trader was over. He resolved to become a Slayer on the seven seas and to seek a heroic end worthy of a saga. His crew, who were just as shamed by the loss of the cargo as their captain, followed his example and swore upon their ancestors to lead a life of roving Sea Slayers until a worthy death ended their shame and redeemed them in legend.

LONG DRONG SLAYER
9947021401007 **£5**

LONG DRONG'S SLAYER PIRATES
(Contains 3 random models)
99060214017 **£6 Complete**

LONG DRONG'S SLAYER PIRATES
(Contains 12 models including command)
99110214010 **£25 Complete**

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MALAKAI MAKAISSON'S GOBLIN-HEWER

Thought to be the best engineer who ever lived, Malakai Makaisson was drummed out of the Guild of Engineers after the first airship fiasco and became a Slayer. He built the Spirit of Grungni and is responsible for devising many other ingenious munitions and weapons. His latest invention is the Goblin-hewer.

A rapid firing, axe-throwing extravaganza of destruction, the Goblin-hewer is capable of scything through even the most numerous opposition with a hail of blades.

MALAKAI MAKAISSON
9947020509101 **£5**

GOBLIN-HEWER CREW 1
9947020509102 **£2.50**

GOBLIN-HEWER CREW 2
9947020509103 **£2.50**

GOBLIN-HEWER CHAINS
9947020509111 **£1**

MALAKAI MAKAISSON'S GOBLIN-HEWER
99110205091 **£20 Complete**

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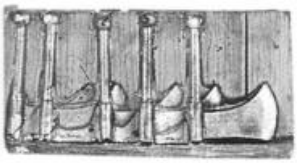
GOBLIN-HEWER HANDLE SPRUE
9947020509116 **£1**

GOBLIN-HEWER LEFT ARM
9947020509107 **£1.50**

GOBLIN-HEWER FRONT
9947020509115 **£2**

GOBLIN-HEWER RIGHT ARM
9947020509108 **£1.50**



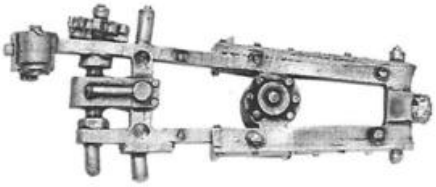
GOBLIN-HEWER AXE RACK
9947020509117 **£2**

GOBLIN-HEWER BASE
9947020509114 **£3**

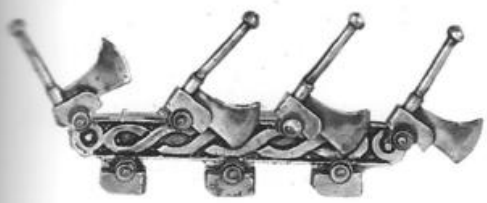
GOBLIN-HEWER DEAD GOBLIN
9947020509104 **£2.50**

GOBLIN-HEWER UPPER CHASSIS
9947020509113 **£2**

GOBLIN-HEWER MOTOR
9947020509110 **£1**

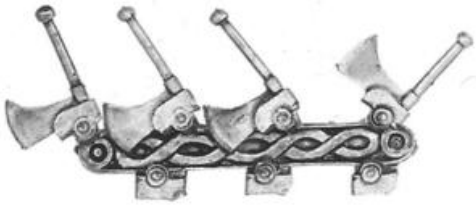


GOBLIN-HEWER LOWER CHASSIS
9947020509112 **£2**



GOBLIN-HEWER LEFT SIDE
9947020509106 **£2**

GOBLIN-HEWER AXE
9947020509109 **50p**



GOBLIN-HEWER RIGHT SIDE
9947020509105 **£2**

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MENGIL MANHIDE'S MANFLAYERS

Throughout the lands of the Old World Mengil has plied his trade, and his Dark Elves, known as the Manflayers, are rightly feared. They are employed as assassins and murderers, and are often used to eliminate rivals. Mengil took to the life of a hire killer with joyous abandon, and has returned to Naggaroth several times where the Dark Lords readily employ him to eliminate their foes. On occasion, Mengil's Manflayers will take to the field of battle, employed to infiltrate deep into enemy territory to spread terror and confusion.

MENGIL MANHIDE'S MANFLAYERS
(Contains 10 models including command)
99110212061 **£20 Complete**

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MENGIL SWORD
9947021206101 **£1**

MENGIL BODY
9947021206102 **£4**

MENGIL MANHIDE'S STANDARD
9947021206107 **£2**

MENGIL MANHIDE'S MUSICIAN BODY
9947021206104 **£2**

MENGIL MANHIDE'S STANDARD BODY
9947021206106 **£2**

MENGIL MANHIDE'S RIGHT ARM
9947021206103 **50p**

MENGIL MANHIDE'S MUSICIAN HORN
9947021206105 **£1**

MENGIL MANHIDE'S TROOPER 2 SWORD
9947021206110 **£1**

MENGIL MANHIDE'S CROSSBOW
9947021206112 **50p**

MENGIL MANHIDE'S TROOPER 3
9947021206109 **£2.50**

MENGIL MANHIDE'S TROOPER 1
9947021206108 **£2.50**

MENGIL MANHIDE'S TROOPER 2
9947021206111 **£2**

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RUGLUD'S ARMOURED ORCS

Ruglud Bonechewer is a powerful and wealthy Orc mercenary who sells his services all across the known world, from the treacherous Badlands in the south up through the realm of the Border Princes and throughout the mountains surrounding the Empire. Rumours suggest that even the Empire itself has hired his services on occasion. Ruthless to the core, Ruglud's only loyalty is to himself and he has been known to change sides during battle if offered more payment and more loot and pillage. Over the years the band has equipped itself with a motley assortment of equipment, stripping scraps of armour from countless defeated foes, and always taking the crossbows and bolts that they prize so highly.

RUGLUD CHAMPION ORC BODY
9947020914001 **£3**

RUGLUD CHAMPION ORC HEAD
9947020914002 **£1**

RUGLUD CHAMPION ORC ARM
9947020914003 **£1.50**

RUGLUD ORC CROSSBOW
9947020914011 **£1**

RUGLUD ORC STANDARD BEARER
9947020914004 **£3**

Painted example of completed Ruglud's Armoured Orcs.

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RUGLUD ORC MUSICIAN
9947020914005 **£4**

RUGLUD ARMOURED ORC 1
9947020914006 **£2.50**

RUGLUD ARMOURED ORC 2
9947020914007 **£2.50**

RUGLUD ARMOURED ORC 3
9947020914008 **£2.50**

RUGLUD ARMOURED ORC 4
9947020914009 **£2.50**

RUGLUD ARMOURED ORC 5
9947020914010 **£2.50**

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OGLAH KHAN'S WOLFBOYZ

During the infamous Battle of Xen-Tu, where the Hobgoblins clashed with the Cathayans of the Emperor Pu-Yi, Oglah Khan switched sides after the death of the commander of the Hobgoblin contingent, to battle against his kinsman. All was going well until the main Horde of Hobgobla Khan arrived. They outnumbered the Cathayans more than one hundred to one and crushed them swiftly. Oglah Khan turned tail and fled from the wrath of his ruler. Oglah Khan and his tribe were declared outlaws and banished from the Hobgoblin lands. With no other place to go, Oglah Khan and his ladz headed west, to the Old World.

Since those times Oglah Khan has served as a mercenary under many generals, and acquired quite a name for himself. Though only few of his original six hundred warriors have survived, they are now battle-hardened veterans and much in demand.

OGLAH KHAN QUIVER AND BOW
9947021404112 **50p**

OGLAH KHAN'S WOLFBOYZ
(Contains 1 random model)
99060214039 **£5 Complete**

OGLAH KHAN BODY
9947021404110 **£3**

OGLAH KHAN CLOAK
9947021404111 **£1.50**

STANDARD BEARER BODY WOLFBOY
9947021404113 **£2**

STANDARD BEARER ARM WOLFBOY
9947021404114 **£1.50**

OGLAH KHAN'S WOLFBOYZ
(Contains 5 models including command)
99140214041 **£20 Complete**

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GHAZAK KHAN BODY
9947021404001 £3

GHAZAK KHAN QUIVER
9947021404004 50p

GHAZAK KHAN ARM
9947021404002 £1

GHAZAK KHAN BANNER
9947021404003 50p

GHAZAK KHAN
9906021404000 £7 Complete

GHAZAK KHAN WOLF RIGHT BODY
9947021404006 £2

GHAZAK KHAN WOLF HEAD
9947021404007 £1

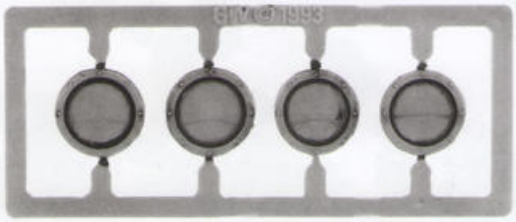
GHAZAK KHAN WOLF LEFT BODY
9947021404005 £2

OGLAH KHAN
QUIVER & BOW 1
9947021403905 50p

OGLAH KHAN
QUIVER & BOW 2
9947021403908 50p

OGLAH KHAN SPEAR 1
9947021403902 £1

OGLAH KHAN SPEAR 2
9947021403904 £1



SMALL ROUND SHIELDS
99369999004 50p

MUSICIAN BODY
WOLFBOY
9947021404115 £2

MUSICIAN HORN
WOLFBOY
9947021404116 £1.50

OGLAH KHAN
WOLFBOY 1
9947021403901 £2

OGLAH KHAN
WOLFBOY 2
9947021403903 £2

OGLAH KHAN
WOLFBOY 3
9947021403906 £2

OGLAH KHAN
WOLFBOY 4
9947021403907 £2

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CURSED COMPANY

Within the leather-bound annals of the Historiata Imperiatus, it is said that the Empire army of Wolfenburg was suffering horrendous casualties in a war of attrition that they could not hope to win. However, they struggled on regardless and began to wear down the Necromancer, taking the offensive and pushing him deeper into the forest, denying him the time needed to strengthen his Undead forces. Seeing the Necromancer faltering, Richter accepted the bribes of an Empire agent. As the titanic battle hung in the balance, Richter played his hand, striking out at the foul Necromancer, who fell beneath his blade. However, with his dying breath the unholy sorcerer gasped a curse that was to be the eternal undoing of the enterprising sell-sword.

Before his horrified eyes, Richter's skin began to wither and within moments he collapsed to the ground, a lifeless pile of bones and armour. The very next night, Richter rose from the ground. He travels the world, living out a tragic parody of his former mercenary career, fighting wherever he finds battle and always with a burning hatred of those of the Undead.

RICHTER KREUGER
9947020710801 **£4**

CURSED COMPANY STANDARD BEARER
9947020710802 **£2.50**

CURSED COMPANY MUSICIAN
9947020710804 **£3**

CURSED COMPANY BANNER
994702070803 **£1**

Painted example of completed Cursed Company.

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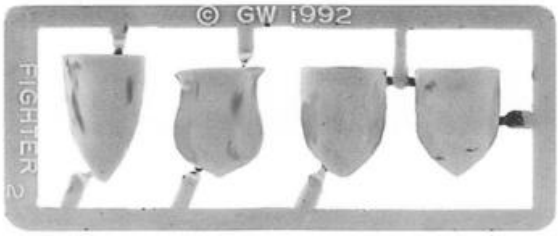
CURSED COMPANY SAURUS
9947020710704 **£2.50**

CURSED COMPANY DWARF
9947020710702 **£2.50**

CURSED COMPANY SKAVEN
9947020710703 **£2.50**

CURSED COMPANY ORC
9947020710701 **£2.50**



FIGHTER SHIELD SPRUE
99369999003 **50p**

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BEORG BEARSTRUCK AND THE BEARMEN OF URLSO

Like all the savages of the northlands, Beorg despises the weakness of lesser men. He cares nothing for the so-called civilised lands that lie to the south. When the Chaos armies of Warlord Archaon marched upon the lands of the Empire Beorg gladly joined them. His warriors had grown tired of easy conquests amongst the tribes of the north. At the Battle of the Monoliths, Beorg led his warriors against the army of Arch-Lector Mannfeld of Nuln. The soldiers of the Empire were horrified to find themselves confronted by men in half-bear shape, snarling and tearing like the savages they were! Amongst them all was the towering shape of Beorg – casting aside his foes with great swipes of his claws, knocking heads from shoulders and tearing arms from their sockets.

BEORG BEARSTRUCK BODY
9947021400706 **£4**

BEORG BEARMEN SHIELD
9947021400705 **50p**

BEORG ARM
9947021400707 **£1**

BEORG'S BEARMEN
(Contains 3 random models)
99060214017 **£6 Complete**

BEORG'S BEARMEN
(Contains 12 models including command)
99110214007 **£25 Complete**

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Section Four

Rare Units

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ASARNIL THE DRAGONLORD

After banishment from Ulthuan by the Phoenix King, Asarnil headed towards the old ruins of an Elf city in the south of the Old World. He found that humans now inhabited the land. His Dragon descended in the city of Remas in the land of Tilea, much to the dismay of the civilians. However, the Prince of Remas realised that such a mighty ally would give them the advantage they needed in their war.

He immediately hired the services of Asarnil for the war Remas was waging against its rival city of Miragliano.

Since those days the proud banner of Asarnil has flown over countless battlefields in the Old World. Only the greatest Princes can afford the exorbitant fee of the Dragonlord, but a general calling upon Asarnil is almost guaranteed to be victorious.

ASARNIL THE DRAGONLORD
99110214004 **£25 Complete**

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BIRDMEN OF CATRAZZA

The Birdmen went into action for the first time at the battle of Motta Zorella and snatched victory by descending on the enemy general and carrying him off into captivity. Daddallo's Birdmen were immediately hired by Alfeo Romeo of Remas. Alfeo was determined to rescue the beautiful Isabella Dellecta from the bent tower of Catrazza, where she had been shut up by her family until she agreed to an arranged marriage to Grobbo, a rich, ugly and cruel merchant from Miragliano. Daddallo's Birdmen succeed in this dangerous task despite a number of marksmen guarding the tower. Henceforth the regiment took the name 'Birdmen of Catrazza', and is much in demand.

BIRDMEN CATRAZZA
(Contains 1 random model)
99060214025 **£6 Complete**

BIRDMEN OF CATRAZZA
(Contains 5 models including Daddallo)
99110214014 **£25 Complete**

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BRONZINO'S GALLOPER GUNS

Bronzino's Gallopers were first employed at the Battle of Pattio. These were, in fact, lightweight cannons removed from their mountings on the galleys of Remas and fixed to specially made carriages. This was done on the instructions of the Master Gunner Bronzino who had been hired by Borgio the Besieger, Prince of Miragliano. This innovation contributed in no small measure to the victory and Bronzino proceeded to raise a battery of specially designed guns forged in the very same foundry as that used by Leonardo da Miragliano to cast his colossal brass statues.

BRONZINO HORSE HEAD
9947021400503 **£1**

BRONZINO ARM
9947021400502 **£1**

BRONZINO BODY
9947021400501 **£4**

This model requires the Medieval Horse sprue.
For codes and prices please refer to page 10.

BRONZINO GALLOPER GUN
(Contains 1 complete Galloper Gun and crew)
99060214015 **£15 Complete**

Example of Bronzino and Galloper gun.

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TICHI-HUICHI'S RAIDERS

Tichi-Huichi's destiny was clear. It was he who had been chosen to go out into the wider regions to find and bring back the relics which the Old Ones had shown him in his dreams. Following his instinct and allowing the thoughts of those greater than himself to direct his plans, Tichi-Huichi set out, leading his fine regiment of Cold One Riders. They had mastered the techniques of riding and fighting from Cold Ones. It had come upon them as if by instinct.

They fought many battles and after each gained many more lost relics. With every change of fortune, a sacred artefact appeared. Mysteriously their foes always saw the wisdom of hiring them, and the futility of a fight in which the Skinks would slaughter many before dying themselves. Without knowing a foreign word a deal is always struck.

TICHI-HUICHI'S RAIDERS
(Contains 1 random model)
99060214043 **£5 Complete**

TICHI-HUICHI'S RAIDERS
(Contains 5 models including command)
99110214042 **£20 Complete**

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GIANTS OF ALBION

ALBION GIANT CACHTORR
99110214053 **£25 Complete**

CACHTORR HEAD
9947021404706 **£3**

CACHTORR RIGHT ARM
9947021404711 **£3**

BONE KNIFE
9947021404705 **£1.50**

CACHTORR LEFT SHOULDER
9947021404708 **£2**

CACHTORR AXE
9947021404703 **£2**

CACHTORR LEFT LEG
9947021404710 **£3**

CACHTORR RIGHT LEG
9947021404709 **£3**

CACHTORR BODY
9947021404707 **£6**

CACHTORR LEFT ARM
9947021404712 **£3**

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BOLOGS LEFT HAND
9947021404721 **£1**

BOLOGS HEAD
9947021404717 **£3**

BOLOGS RIGHT HAND
9947021404719 **£1**

BOLOGS AXE
9947021404702 **£2**

BOLOGS TROPHY HEADS
9947021404704 **£2**

BOLOGS LEFT ARM
9947021404720 **£2**

BOLOGS RIGHT ARM
9947021404718 **£2**

ALBION GIANT BOLOGS
99110214052 **£25 Complete**

BOLOGS LEFT LEG
9947021404716 **£3**

BOLOGS RIGHT LEG
9947021404715 **£3**

BOLOGS BODY
9947021404714 **£6**

GIANTS OF ALBION BOULDER
9947021404713 **£3**

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Joe Sturge, Hobby Specialist

Joe: "Some may fight to protect their family, some for fame and glory, some just for the thrill of combat. I fight for money."

Like a great many other Dogs of War afficionadoes, I can trace my mercenary obsession back to two things: the old edition army book, packed full of amusing stories and witty anecdotes, and the frankly amazing range of human models sculpted by the Perry twins. An obsessive converter, I could just not bring myself to alter what are, even after more than seven years, some of the best sculpted figures in the Warhammer range. However, this let me devote more attention to the conversions I did attempt. The Hotpots, each made out of dozens of separate components, look like they can do some real damage. The Vespero's Vendetta models converted to have pistols pack a real punch in combat. The stars of the army though, the Ogres, are just what Ogres should be – loud and smelly, a rag tag collection of fiscally prudent individuals rather than any sort of regiment. It's worth the effort of converting them just for the look on my opponent's face when I put all sixteen on the table!

Joe's converted knights, using various parts from Warhammer range.

Joe's stunning Halfling Hotpot conversion.

Joe's General is mounted on a converted Bretonnian Pegasus.

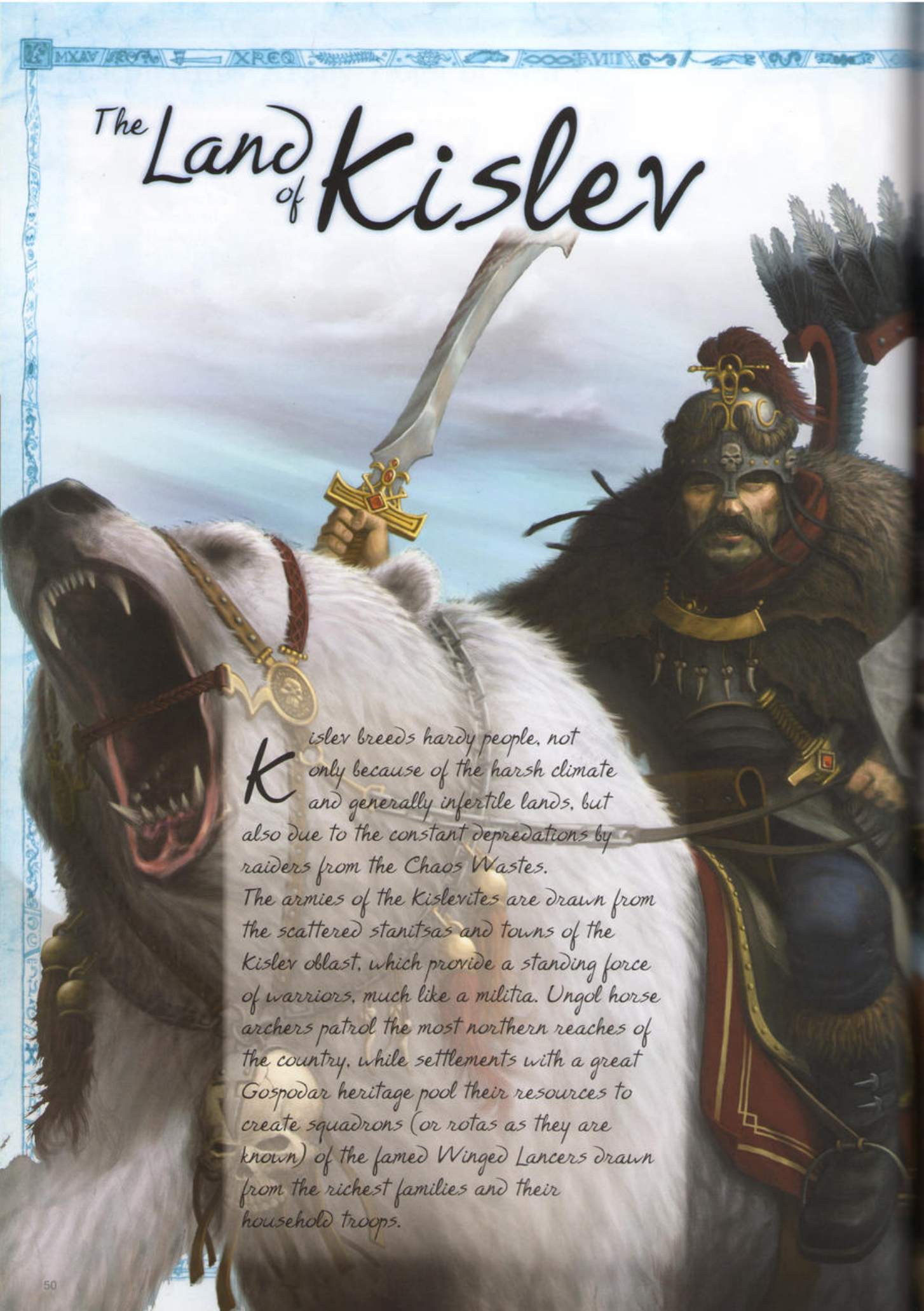
Justin Hill's Araby Dogs of War

Here you can see Justin's fantastic Araby themed dogs of war army. As you can tell Justin's taken a little-explored part of the Warhammer world and brought it to life with this force. Obviously a great deal of work and research has gone into the many conversions in this force. Particular highlights include his dervish-like duellists, his 'Saracen' heavy cavalry and of course his palanquin mounted paymaster, every inch the eastern potentate. He's also used a strong colour scheme and basing style, which he has carried over to the more purely mercenary elements of the army such as the Ogres and cannon unifying the force as a whole.

Justin has made his army very characterful and his champions have had a lot of work put into them to make them look stunning.

Converted from Imperial Guard priests, Justin has carried his theme throughout this unit of duellists.

The Land of Kislev



Kislev breeds hardy people, not only because of the harsh climate and generally infertile lands, but also due to the constant depredations by raiders from the Chaos Wastes.

The armies of the Kislevites are drawn from the scattered stanitsas and towns of the Kislev oblast, which provide a standing force of warriors, much like a militia. Ungol horse archers patrol the most northern reaches of the country, while settlements with a great Gospodar heritage pool their resources to create squadrons (or rotas as they are known) of the famed Winged Lancers drawn from the richest families and their household troops.

Kislev

The capital of the nation and seat of the Tzars and Tzarinas who rule the land, Kislev is the largest and most developed of the three cities. Situated close to the Urskoy, it is virtually on the border with the Empire, and many imperial customs and aesthetic values have influenced Kislev life, literature and architecture. Founded as the capital by the Khans and Khan-queens of the Gospodar people in Year 1 (IC1524), it has been besieged several times in its history, though has never fallen to an enemy.

At the centre of Kislev lies the Bokha Palaces, the hereditary seat of power rebuilt during the reign of Tzar Boris Bokha after the original Palace Gospodarin was all but destroyed during the Great War against Chaos in 778 (IC2302).

Erengrad

Originally the Ungol capital, when it was merely a walled town known as Norvard, and later overrun by the Gospodars, Erengrad is Kislev's main trading city and its largest port. Situated on the coast of the Sea of Claws, vessels from across the Old World, New World and even Norsca traders come here with goods, slaves, gems and precious metals. Kislev does not have a standing navy as such, but the waters of the Sea of Claws are dangerous, despite the patrols of the Imperial Navy, and all merchantmen are armed in some fashion, many to the standards of other nations' warships, and can be pressed into service by the Tzarina when needed.

Praag

Also know as the Cursed City, Praag is the most northerly of Kislev's largest settlements and has been overrun by the northern tribes several times. During the Great War against Chaos, the walls and buildings themselves became so corrupted with Chaos energy that they sprouted tentacles and eyes. Wailing screams echoed from roof tops and the ground beneath the city shifted and writhed. After their victory at the siege of Kislev, the Kislevites razed Praag to the ground and rebuilt it, though it is still rumoured that a dark taint remains there. The people of Praag are regarded as shifty and nervous by most outsiders, as well as paranoid and potentially in league with the Dark Powers of the North. Praag also acts as a rallying point for the scattered horse tribes in times of war, and has a considerable Ungol population. This has led to Praag attempting to cede from the power of the Tzars on three occasions: twice the city was starved into submission by trade embargoes from the south, and on the third occasion, the city was reclaimed by military force and is now ruled by a Gospodar governor responsible only to the Tzarina herself.

Boris Ursus, the Red Tzar

Four days of wandering in the forests of Kislev, whilst undertaking a trial of initiation, Boris came across the mightiest bear he had ever seen, with teeth and claws like sword blades. Taking this as a sign from Ursun, he had confronted the beast, and it had charged him, the ground shaking with the fury of its charge and a bloodcurdling roar echoing through the forest. With his bare hands, he fended off the creature's attacks, but could not overpower it. The struggle lasted a full day before a wolf pack, drawn by the scent of their combined blood, attacked. The wolves immediately went for the bear, but Boris sprang to its aid, crushing their skulls with his fists and tearing them from its back. Boris was badly wounded however, and fell beneath the attacks of the wolves. As the beasts closed in for the kill, it was the bear's turn to protect his erstwhile enemy from the common foe. It stood over the supine Tzar, tearing the wolves apart with its claws and savaging them with its powerful jaws. Boris had slipped into unconsciousness, yet each time he had drifted awake, the bear had been there, protecting him from the wolves. The bear returned to Kislev with the Tzar, and from then on, whenever Boris took to the field of battle, it was atop the back of Urskin (as the beast came to be known, meaning bear-brother), both a symbol of Ursun's power and affection for Boris, and also as an implacable enemy in battle.

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Section One

Lords & Heroes

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Lords & Heroes

KISLEV BOYAR
99060202195 **£6 Complete**

THE ICE QUEEN OF KISLEV
99060202014 **£7 Complete**

TZAR BORIS
99110202124 **£20 Complete**

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Section Two

Core Units

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Core Units

Horse Archers

KISLEV HORSE ARCHER
(Contains 1 random model)
99060202122 **£5 Complete**

KISLEV HORSE ARCHERS
(Contains 5 models including command)
99110202122 **£20 Complete**

HORSE ARCHER CHIEFTAIN
9947020200601 **£2.50**

HORSE ARCHER MUSICIAN
9947020200602 **£2.50**

HORSE ARCHER STANDARD BEARER
9947020200603 **£2.50**

HORSE ARCHER WITH SWORD 1
9947020200509 **£2**

HORSE ARCHER WITH SWORD 2
9947020200506 **£2**

HORSE ARCHER 1
9947020200507 **£2**

HORSE ARCHER 2
9947020200508 **£2**

HORSE ARCHER 4
9947020200511 **£2**

HORSE ARCHER LEGS 1
9947020200505 **£1.50**

HORSE ARCHER LEGS 2
9947020200504 **£1.50**

HORSE ARCHER LEGS 3
9947020200512 **£1.50**

HORSE ARCHER 3
9947020200510 **£2**

KISLEV HORSE ARCHER LEGS 1
9947020212201 **£1.50**

KISLEV HORSE ARCHER LEGS 2
9947020212202 **£1.50**

KISLEV HORSE ARCHER LEGS 3
9947020212203 **£1.50**

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Core Units

Winged Lancers

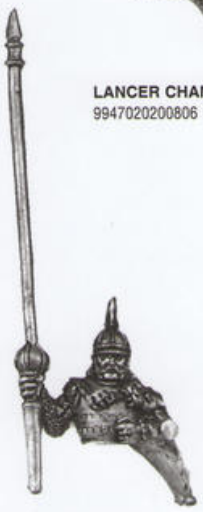
KISLEV WINGED LANCERS
(Contains 5 models including command)
99110202123 **£20 Complete**

KISLEV WINGED LANCER
(Contains 1 random model)
99060202007 **£5 Complete**

LANCER CHAMPION
9947020200806 **£2.50**

LANCER STANDARD BEARER
9947020200805 **£2.50**

LANCER MUSICIAN
9947020200807 **£2.50**



LANCER 1
9947020200703 **£2**

LANCER 2
9947020200704 **£2**

LANCER LEGS
9947020200701 **£1.50**

LANCER WING
9947020200702 **£1**

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Core Units

Kossars

KISLEV KOSSARS COMMAND
(Contains 3 models)
99060202128 **£7 Complete**

KISLEV KOSSARS
(Contains 3 random models)
99060202129 **£6 Complete**

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Section Three

Special Units

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Special Units

Gryphon Legion

GRYPHON LEGION
(Contains 5 models including command)
99110202196 **£25 Complete**

GRYPHON LEGION STANDARD
9947020219604 **£1**

GRYPHON LEGION BACK BANNER
9947020219610 **£1**

GRYPHON LEGION
(Contains 1 random model)
99060202196 **£6 Complete**

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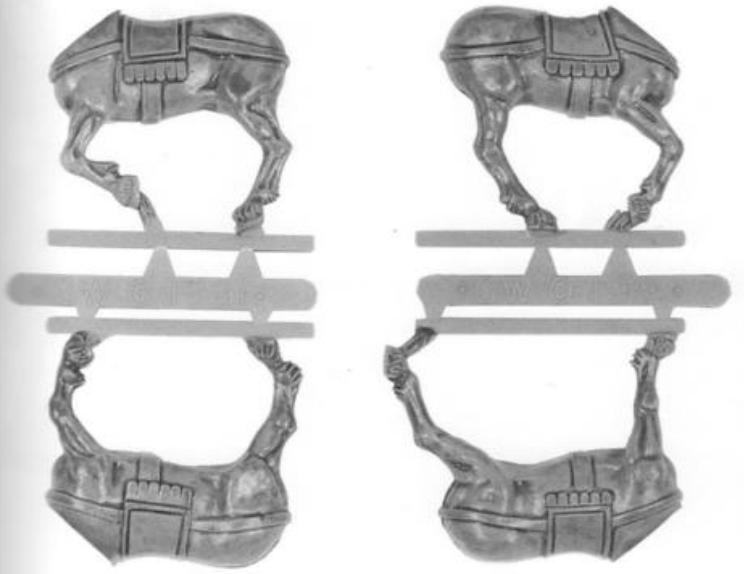
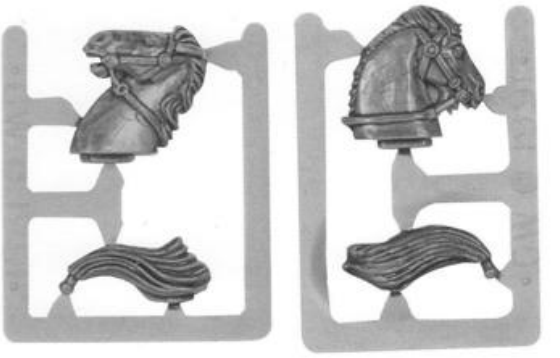


MEDIEVAL HORSE BODY
99389999003 **£1**
(1 random Medieval body sprue supplied)



MEDIEVAL HORSE HEAD
99389999013 **£1**
(1 random Medieval head & tail sprue supplied)

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Dave Taylor

Prolific army painter Dave Taylor is constantly creating new armies. His latest project, a Kislevite force, is a fantastic example of choosing a visual theme and using it to paint the entire army.

Fiery Kislev Warrior Priests are inspirational leaders. The Bishop miniature is converted from an old Warhammer 40,000 Preacher.

Dave's converted heavy cavalry.

Keeping with the army theme, Dave's General is mounted on the age-old symbol of Kislev, the Giant Bear.

Dave's Spearmen converted from Classic Grave Guards from the Vampire Counts range.

The Ogre Kingdoms

Ogres are big, ugly, brutish monsters that excel at two things: eating and fighting.

An Ogre is easily recognised by his massive frame and boulder-like gut, but any that come across one would do well to stay out of its path, for an Ogre will, more often than not, club to death and messily devour any living thing it can catch.

The Ogres come from a number of kingdoms scattered throughout the Mountains of Mourn and beyond, far to the east of the Old World. They travel the world fighting as mercenaries and picking on those weaker than themselves, which, to be frank, is nearly everybody.

To the dismay of the civilised races, the Ogre populations in the mountains have grown so large that they have begun to foray into the outside world, no longer in groups of two or three, but in their hundreds.

X *Known Ogre Kingdoms*

Moonbiter tribe

Infamous for their terrifying use of night attacks, and the savage carnage they inflict under cover of night. The Moonbiter tribe believe that the power of the Great Maw is displayed as it eternally devours the moon Mannslieb, which is renewed only to be consumed again, and that one day the blackness will be turned into a night eternal in which the Maw and it worshipers will cover the world in blood-glutted darkness.

Skulltaker tribe

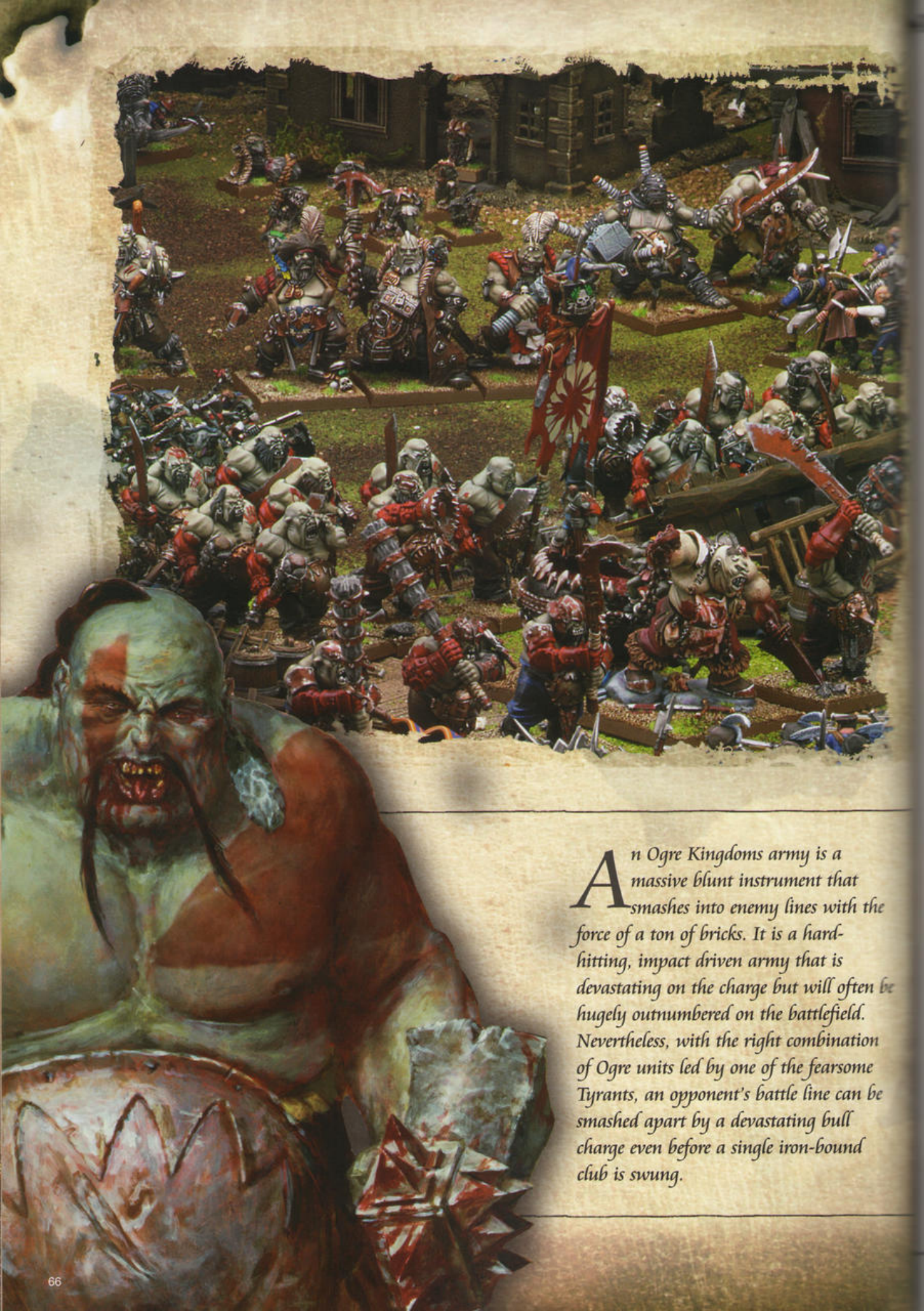
This fierce tribe of Ogres regularly raids across the river of Ruin. Their tyrant prefers to attack the villages and settlements by night, making full use out of the ghostly white face paint that adorns all the warriors from this tribe. Any slaves that they capture are taken back to their camp and held in great pens until the Great Feast. The Great Feast is started by the Butcher sacrificing the body to the Great Maw and the butcher sucking the flesh and brains of the victim. The skull is then rammed onto spikes that circle the village.

Blooded Gut tribe

This tribe proves their strength and toughness by having shards of metal on the inside of their gut plate. This leaves constant open wounds that bleed during battle. Their enemies are demoralized as the blood that they see flowing from behind the gut plate seems to have no affect on the Ogres fighting ability

Deathmaw tribe

The Deathmaw tribe do not venture far from their lands which is near the Skycastles, instead the tribe spends most of its time worshiping the Great Maw. Bull whelp that draw blood instead of milk from their mother's teat are taken the to the tribe's Slaughtermaster who resides in a great pit that is covered with scattered bones and remenants of meals. They then have survive the daily beatings the Slaughtermaster dishes out to them. Once they have survived this ordeal they can rejoin the tribe.



An Ogre Kingdoms army is a massive blunt instrument that smashes into enemy lines with the force of a ton of bricks. It is a hard-hitting, impact driven army that is devastating on the charge but will often be hugely outnumbered on the battlefield. Nevertheless, with the right combination of Ogre units led by one of the fearsome Tyrants, an opponent's battle line can be smashed apart by a devastating bull charge even before a single iron-bound club is swung.

Section One

Lords & Heroes

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Lords & Heroes

Greasus Goldtooth the Overtyrant

GREASUS GOLDTOOTH GNOBLAR 1
9947021300407 **£1.50**

GREASUS GOLDTOOTH THE OVERTYRANT
99110213004 **£20 Complete**

GREASUS GOLDTOOTH GNOBLAR 2
9947021300408 **£1.50**

GREASUS GOLDTOOTH GNOBLAR 3
9947021300409 **£1.50**

GREASUS GOLDTOOTH RIGHT ARM
9947021300403 **£4**

GREASUS GOLDTOOTH HEAD AND LEFT ARM SPRUE
9947021300401 **£5**

GREASUS GOLDTOOTH BODY
9947021300402 **£7**

GREASUS GOLDTOOTH CHEST LID
9947021300406 **£3**

GREASUS GOLDTOOTH RIGHT SIDE AND BACK
9947021300405 **£4**

GREASUS GOLDTOOTH LEFT SIDE AND FRONT
9947021300404 **£4**

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Ogre Tyrant

OGRE TYRANT LEFT ARM 1
9947021300208 **£4**

OGRE TYRANT
99110213002 **£18 Complete**

OGRE TYRANT RIGHT ARM 1
9947021300210 **£4**

OGRE TYRANT GNOBLAR 1
9947021300215 **£1.50**

OGRE TYRANT TWO-HANDED MACE
9947021300214 **£5**

OGRE TYRANT GNOBLAR 2
9947021300216 **£1.50**

OGRE TYRANT HEAD 1
9947021300201 **£2**

OGRE TYRANT HEAD 2
9947021300202 **£2**

OGRE TYRANT BELLY GUARD 2
9947021300206 **£2**

OGRE TYRANT RIGHT ARM 2
9947021300212 **£2**

OGRE TYRANT BODY
9947021300204 **£6**

OGRE TYRANT LEFT ARM 2
9947021300213 **£2**

OGRE TYRANT BELLY GUARD 1
9947021300205 **£2**

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Lords & Heroes

Ogre Hunter

OGRE HUNTER
99110213003 **£18 Complete**

OGRE HUNTER CROSSBOW
9947021300303 **£2**

OGRE HUNTER SPEARS
9947021300304 **£1.50**

OGRE HUNTER CLUB
9947021300302 **£3**

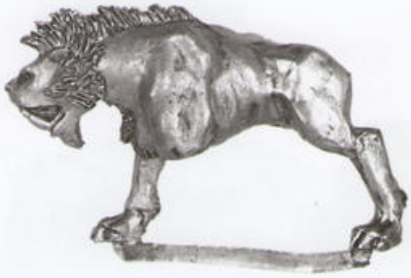
SABRETUSK SPRUE 1
9947021300309 **£2**

OGRE HUNTER BELLY GUARD 1
9947021300305 **£2**

OGRE HUNTER SKULLS
9947021300307 **£1**

OGRE HUNTER BELLY GUARD 2
9947021300306 **£2**

SABRETUSK SPRUE 2
9947021300311 **£2**



SABRETUSK BODY 1
9947021300308 **£4**

OGRE HUNTER BODY
9947021300301 **£7**

SABRETUSK BODY 2
9947021300310 **£4**

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Lords & Heroes

Skrag the Slaughterer

SKRAG THE SLAUGHTERER
99110213005 **£20 Complete**

SKRAG THE SLAUGHTERER HEAD SPRUE
9947021300501 **£3**

SKRAG THE SLAUGHTERER GNOBLAR 1
9947021300510 **1.50**

SKRAG THE SLAUGHTERER GNOBLAR 2
9947021300511 **£1.50**

SKRAG THE SLAUGHTERER GNOBLAR 3
9947021300512 **£1.50**

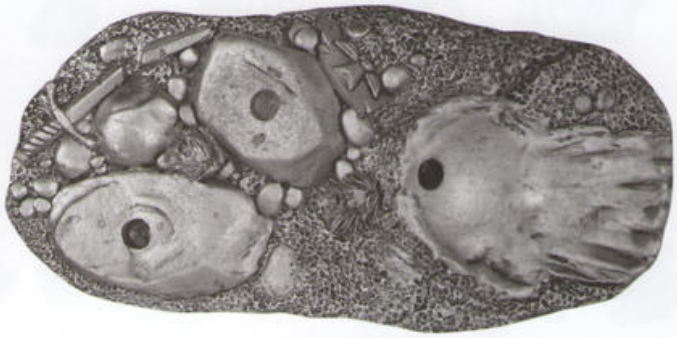
SKRAG THE SLAUGHTERER ARM SPRUE
9947021300504 **£3**

SKRAG THE SLAUGHTERER TORSO
9947021300503 **£3**

SKRAG THE SLAUGHTERER LEGS
9947021300505 **£3**

SKRAG THE SLAUGHTERER CAULDRON LIQUID
9947021300508 **£3**

SKRAG THE SLAUGHTERER CAULDRON RIM
9947021300509 **£2**



SKRAG THE SLAUGHTERER BASE
9947021300513 **£4**

SKRAG THE SLAUGHTERER CAULDRON BODY
9947021300507 **£3**

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Lords & Heroes

Ogre Butchers

OGRE BUTCHER
(Contains 1 random Butcher)
99110213010 **£15 Complete**

OGRE BUTCHER SAW
9947021301005 **£2.50**

OGRE BUTCHER CLEAVER
9947021301006 **£2.50**

OGRE BUTCHER HAMMER
9947021301004 **£2.50**

OGRE BUTCHER GNOBLAR 2
9947021301012 **£1.50**

OGRE BUTCHER TORSO
9947021301002 **£3**

OGRE BUTCHER LEGS
9947021301003 **£3**

OGRE BUTCHER GNOBLAR 1
9947021301007 **£1.50**

OGRE BUTCHER VICTUALS SPRUE 1
9947021301009 **£2**

OGRE BUTCHER HEAD SPRUE
9947021301001 **£6**

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Section Two

Core Units

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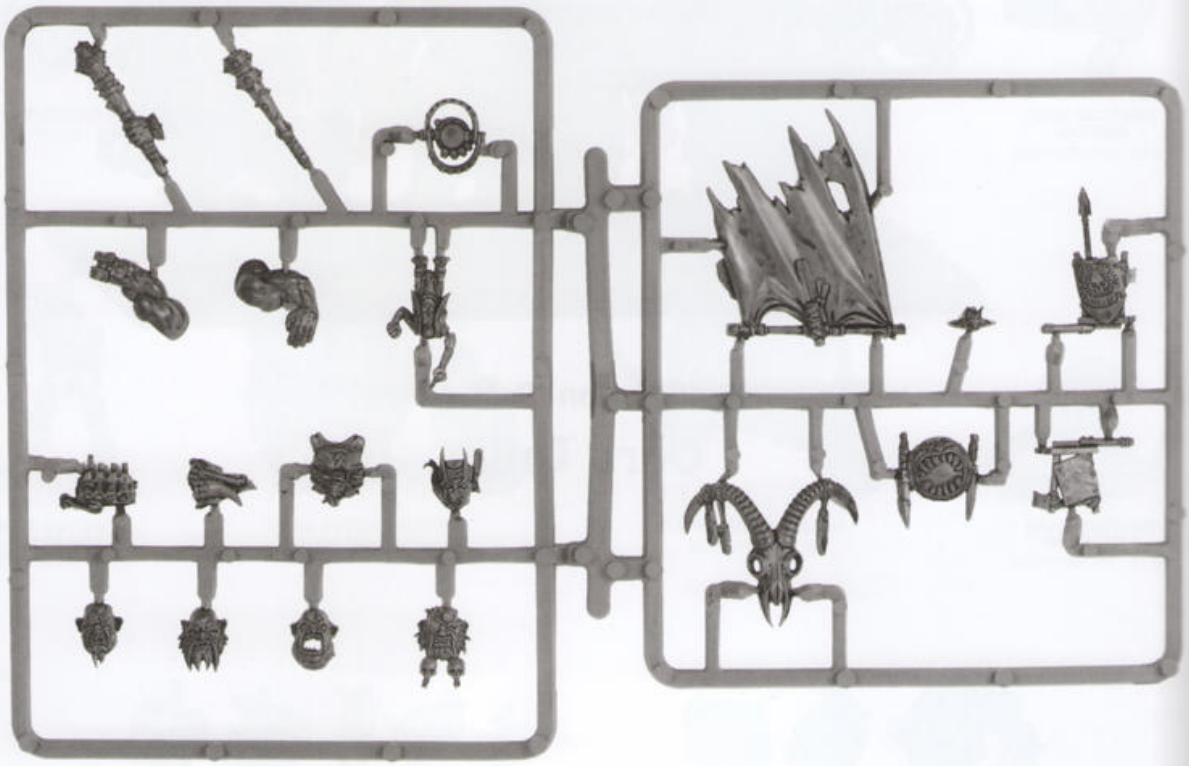
Core Units

Ogre Bulls

OGRE BULLS
(Contains 6 Ogre Bulls including command)
99120213001 **£20 Complete**



OGRE KINGDOMS COMMAND SPRUE
99380213001 **£5**

Sprue shown at 60% actual size.

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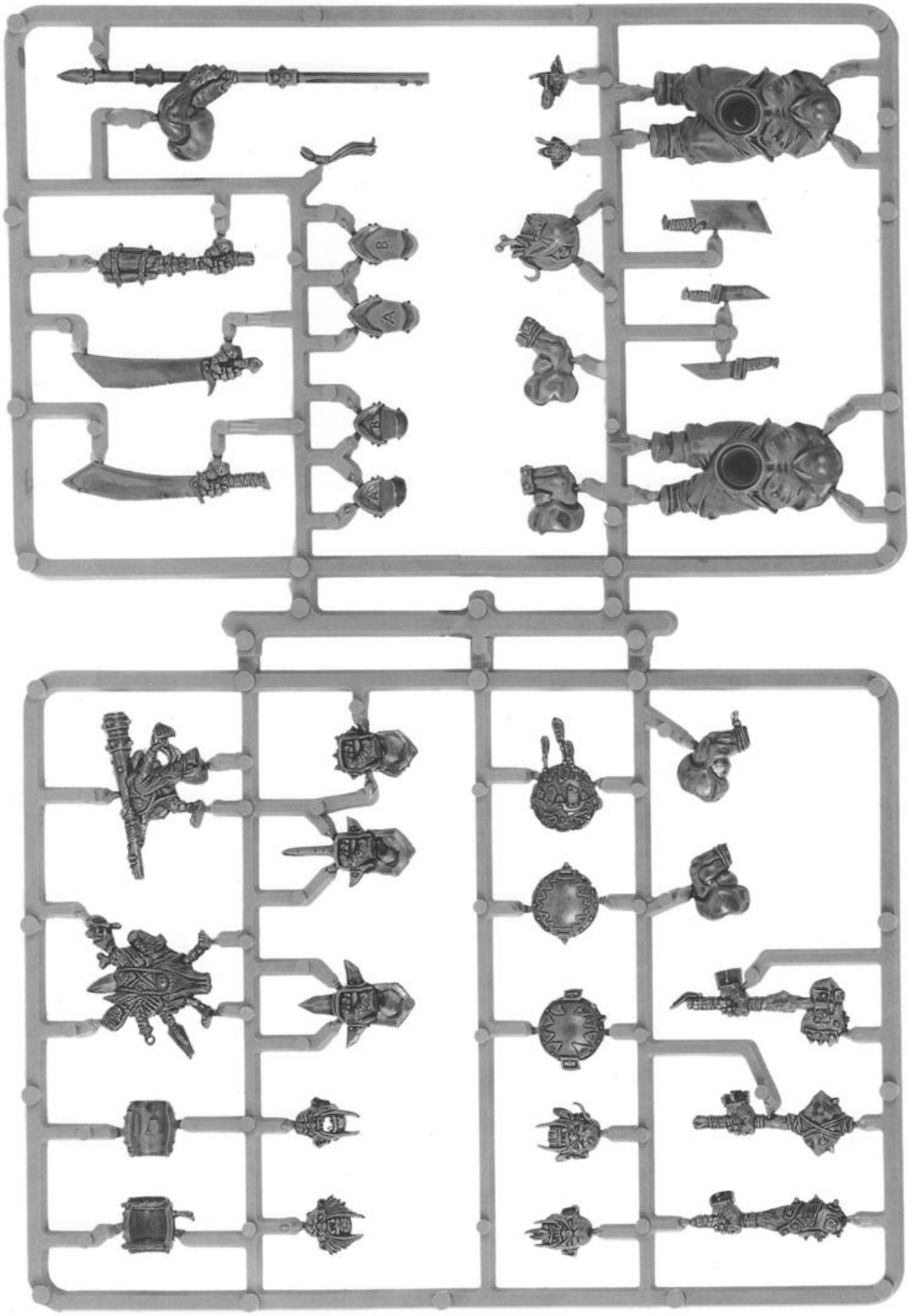

OGRE KINGDOMS WARRIORS SPRUE
99380213005 **£10**
Sprue shown at 80% actual size.

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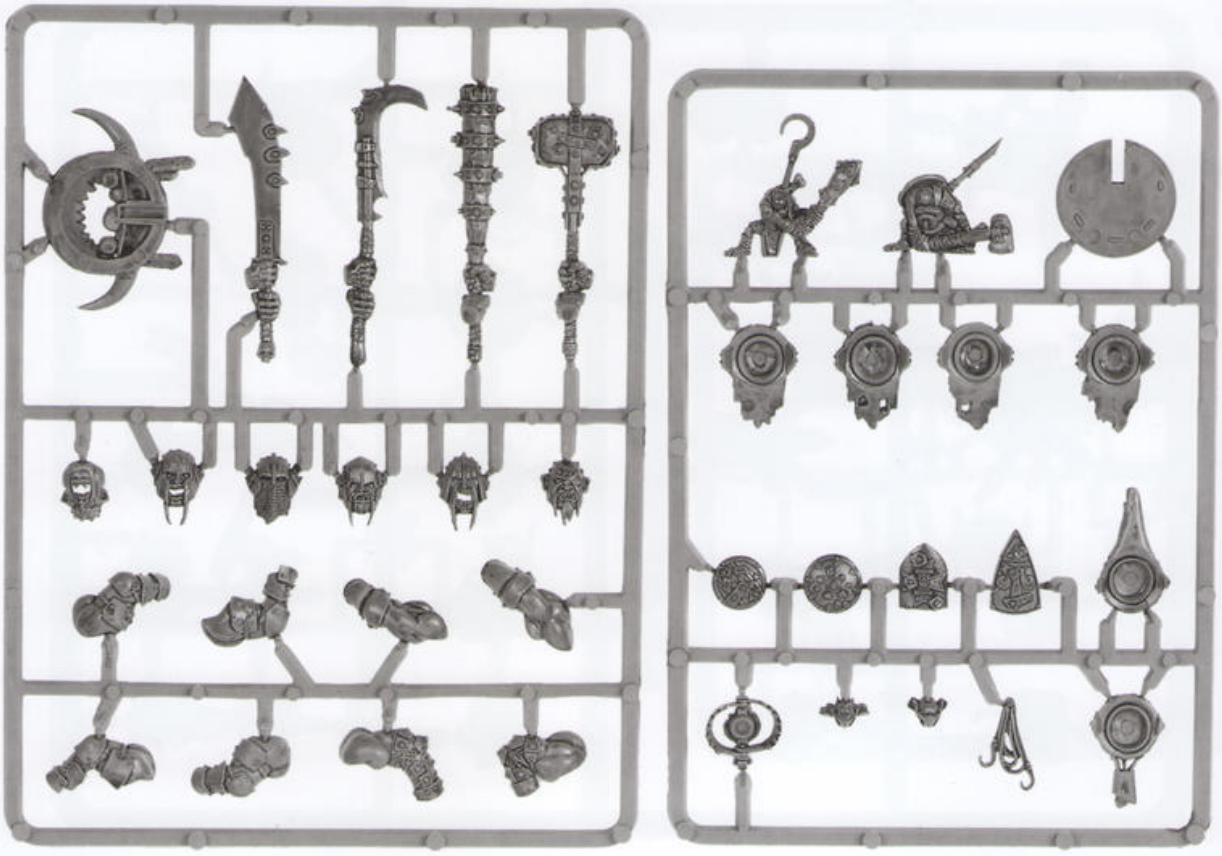
Core Units

Ogre Ironguts

OGRE KINGDOMS IRONGUTS
(Contains 4 Ogre Ironguts including command)
99120213004 **£20 Complete**

You will require the Ogre Kingdoms Warrior sprue to make a complete Irongut. For codes and prices please refer to page 75.



OGRE KINGDOMS IRONGUTS SPRUE
99380213004 **£8**
Sprue shown at 60% actual size.

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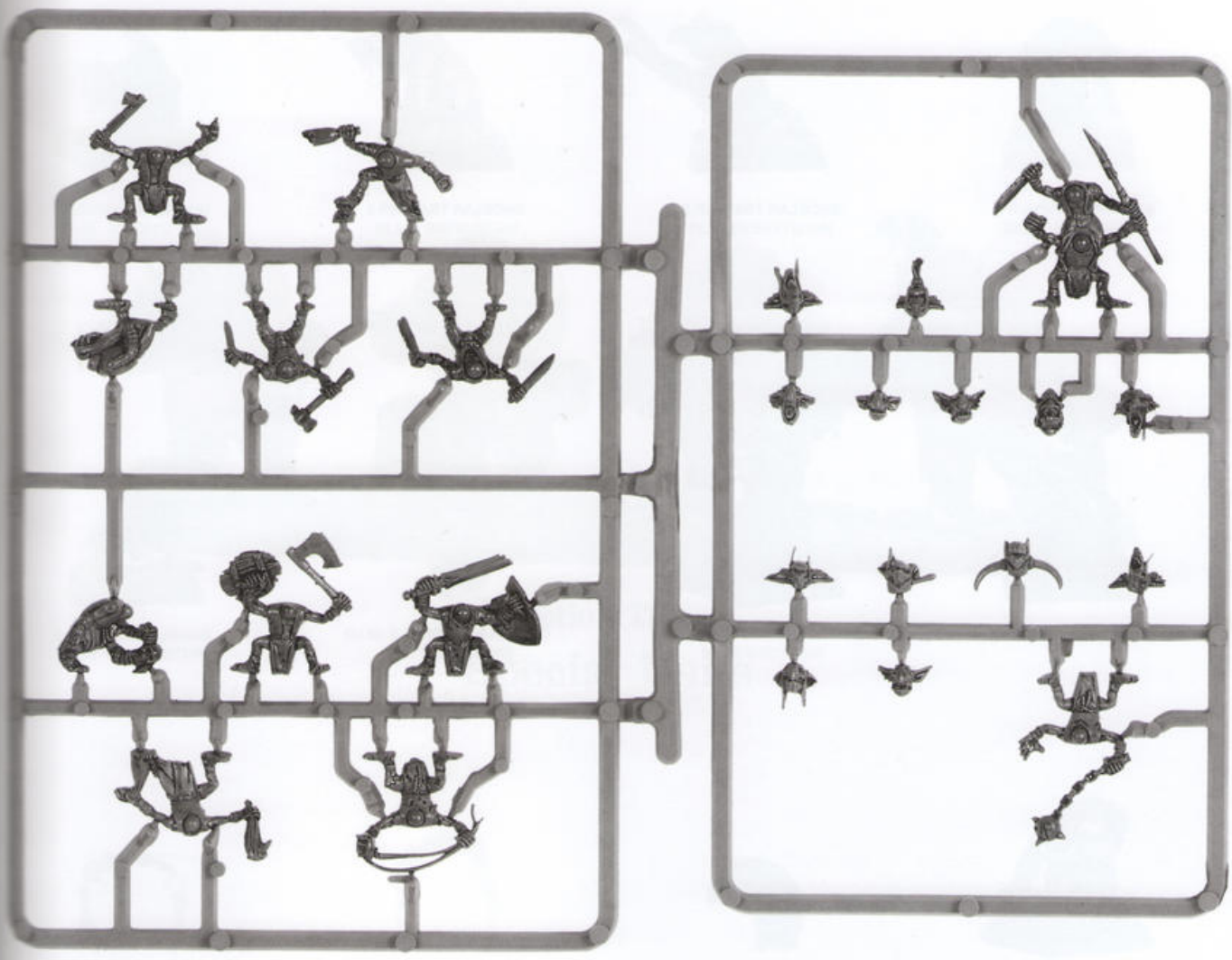
Core Units

Gnoblar Fighters

OGRE KINGDOMS GNOBLARS
(Contains 24 Gnoblar fighters)
99120213002 **£18 Complete**



OGRE KINGDOMS GNOBLARS
99380213002 **£12**

Sprue shown at 80% actual size.

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Core Units

Gnoblar Trappers

GNOBLAR TRAPPERS
(Contains 3 random Gnoblar Trappers)
99060213008 **£6 Complete**

GNOBLAR TRAPPER 1
9947021300801 **£2.50**

GNOBLAR TRAPPER 2
9947021300802 **£2.50**

GNOBLAR TRAPPER 3
9947021300803 **£2.50**

GNOBLAR TRAPPER 4
9947021300804 **£2.50**

Example of completed Gnoblar Trapper 6.

GNOBLAR TRAPPER 6 BODY
9947021300806 **£2**

GNOBLAR TRAPPER 6 HEAD
9947021300807 **50p**

GNOBLAR TRAPPER 5
9947021300805 **£2.50**

Example of completed Gnoblar Trapper 7.

GNOBLAR TRAPPER 7
9947021300808 **£1.50**

GNOBLAR TRAPPER TRAP UPPER JAW
9947021300809 **50p**

GNOBLAR TRAPPER TRAP LOWER JAW
9947021300810 **50p**

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Section Three

Special Units

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Special Units

Gnoblar Scraplauncher

GNOBLAR SCRAPLAUNCHER
99110213006 **£20 Complete**

SCRAPLAUNCHER GNOBLAR 1
9947021300622 **£1.50**

SCRAPLAUNCHER GNOBLAR 3
9947021300624 **£1.50**

SCRAPLAUNCHER GNOBLAR 4
9947021300625 **£1.50**

SCRAPLAUNCHER GNOBLAR
9947021300623 **£1.50**

SCRAPLAUNCHER GNOBLAR 5
9947021300628 **£1.50**

SCRAPLAUNCHER LEFT CHAINS
9947021300609 **£1**

SCRAPLAUNCHER GNOBLAR SPRUE 1
9947021300626 **£1.50**

SCRAPLAUNCHER RIGHT CHAINS
9947021300608 **£1**

SCRAPLAUNCHER ROPE
9947021300602 **£1**

SCRAPLAUNCHER GNOBLAR SPRUE 2
9947021300627 **£1.50**

SCRAPLAUNCHER THROWING ARM
9947021300601 **£2**

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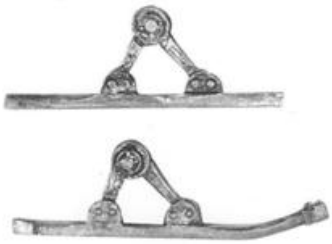
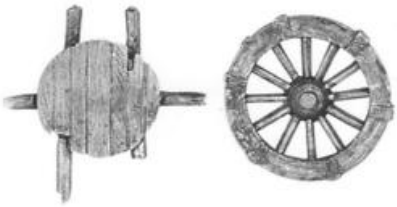
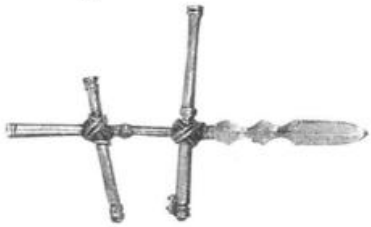
Special Units



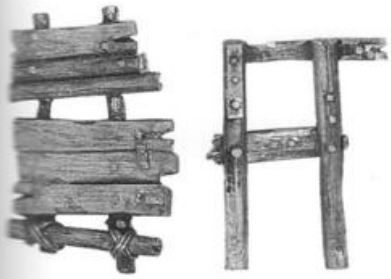
SCRAPLAUNCHER RUNNERS SPRUE
9947021300616 **50p**



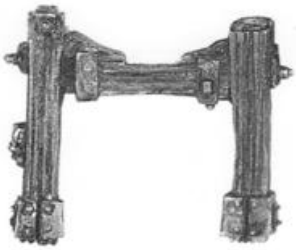
SCRAPLAUNCHER WHEEL SPRUE
9947021300611 **£1**



SCRAPLAUNCHER FAIRING
9947021300603 **£1**

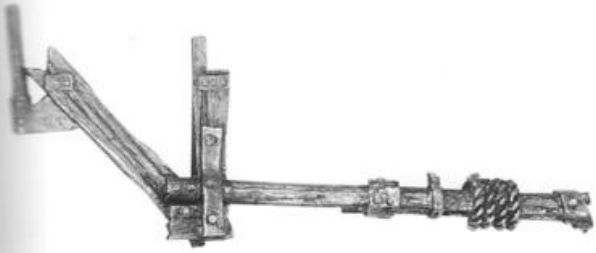


SCRAPLAUNCHER SIDE SUPPORT SPRUE
9947021300612 **£1.50**



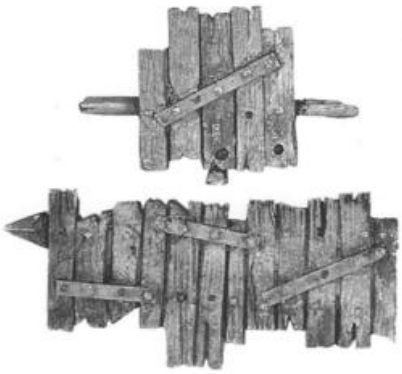
SCRAPLAUNCHER YOKE
9947021300605 **£1.50**

SCRAPLAUNCHER AXLE
9947021300604 **£1.50**



SCRAPLAUNCHER HAFT LEFT
9947021300606 **£1.50**

SCRAPLAUNCHER HAFT RIGHT
9947021300607 **£1.50**



SCRAPLAUNCHER DECK SPRUE
9947021300610 **£1**

RHINOX RIGHT SIDE
9947021300621 **£4**

RHINOX HEAD AND HORNS SPRUE
9947021300618 **£2**

RHINOX LEFT SIDE
9947021300620 **£4**

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Special Units

Yhetees

YHETEE HEAD 1
9947021301101 **£2**

YHETEE
(Contains 1 random Yhetee)
99060213011 **£10 Complete**

YHETEE HEAD 3
9947021301103 **£2**

YHETEE HEAD 2
9947021301102 **£2**

YHETEE LEFT HAND
9947021301112 **£1**

YHETEE RIGHT ARM 1
9947021301107 **£2**

YHETEE RIGHT ARM 2
9947021301108 **£2**

YHETEE RIGHT ARM 3
9947021301109 **£2**

YHETEE LEFT ARM 1
9947021301110 **£2**

YHETEE LEFT ARM 2
9947021301111 **£2**

YHETEE BODY 1
9947021301104 **£6**

YHETEE BODY 2
9947021301105 **£6**

YHETEE BODY 3
9947021301106 **£6**

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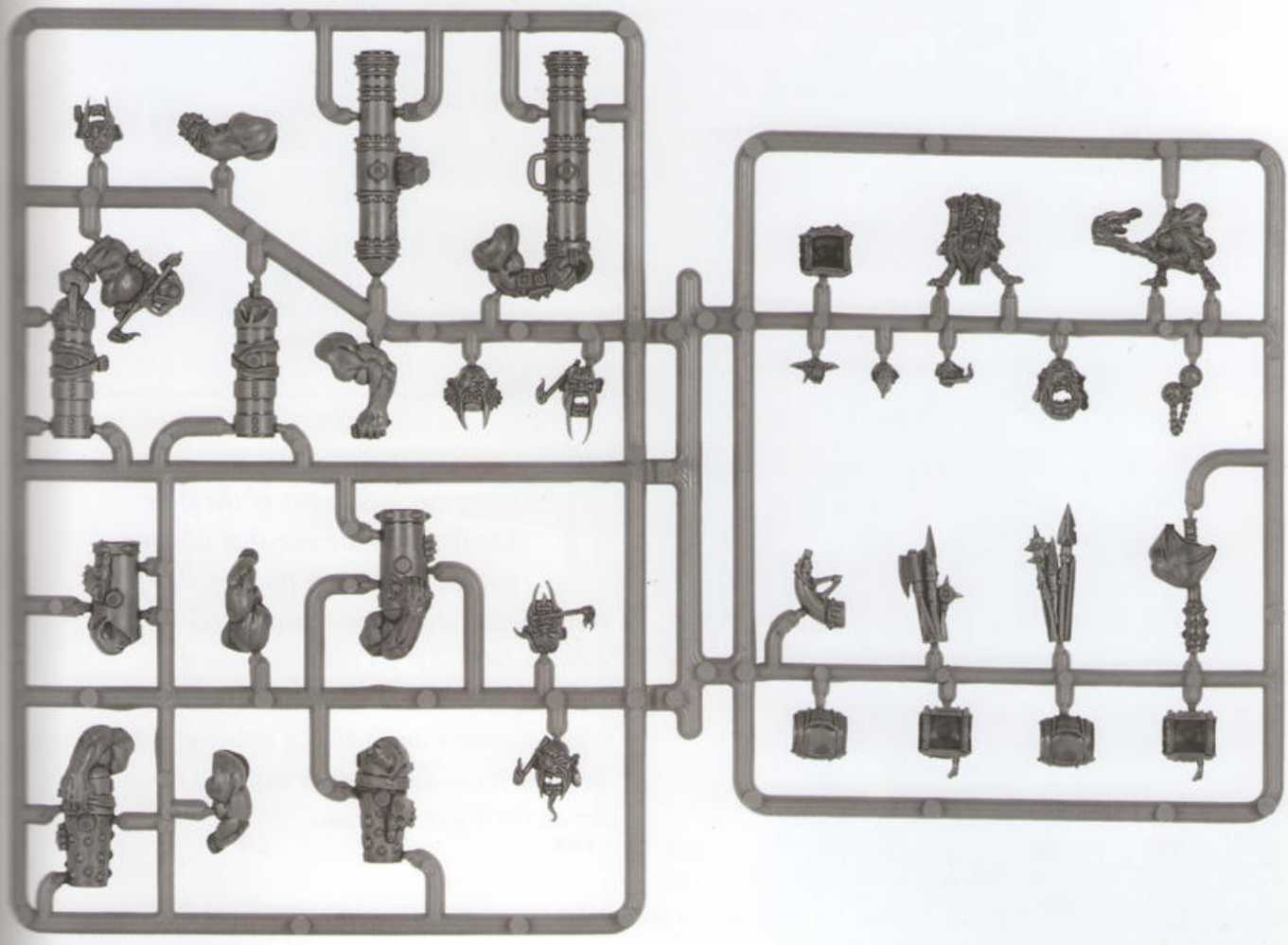
Leadbelchers

OGRE LEADBELCHERS
(Contains 4 Leadbelchers)
99120213003 **£20 Complete**

You will need the Ogre Kingdoms Warrior sprue to make a complete Ogre Kingdoms Leadbelcher. For codes and prices please refer to page 75.



OGRE KINGDOMS LEADBELCHERS SPRUE
99380213003 **£8**
Sprue shown at 80% actual size.

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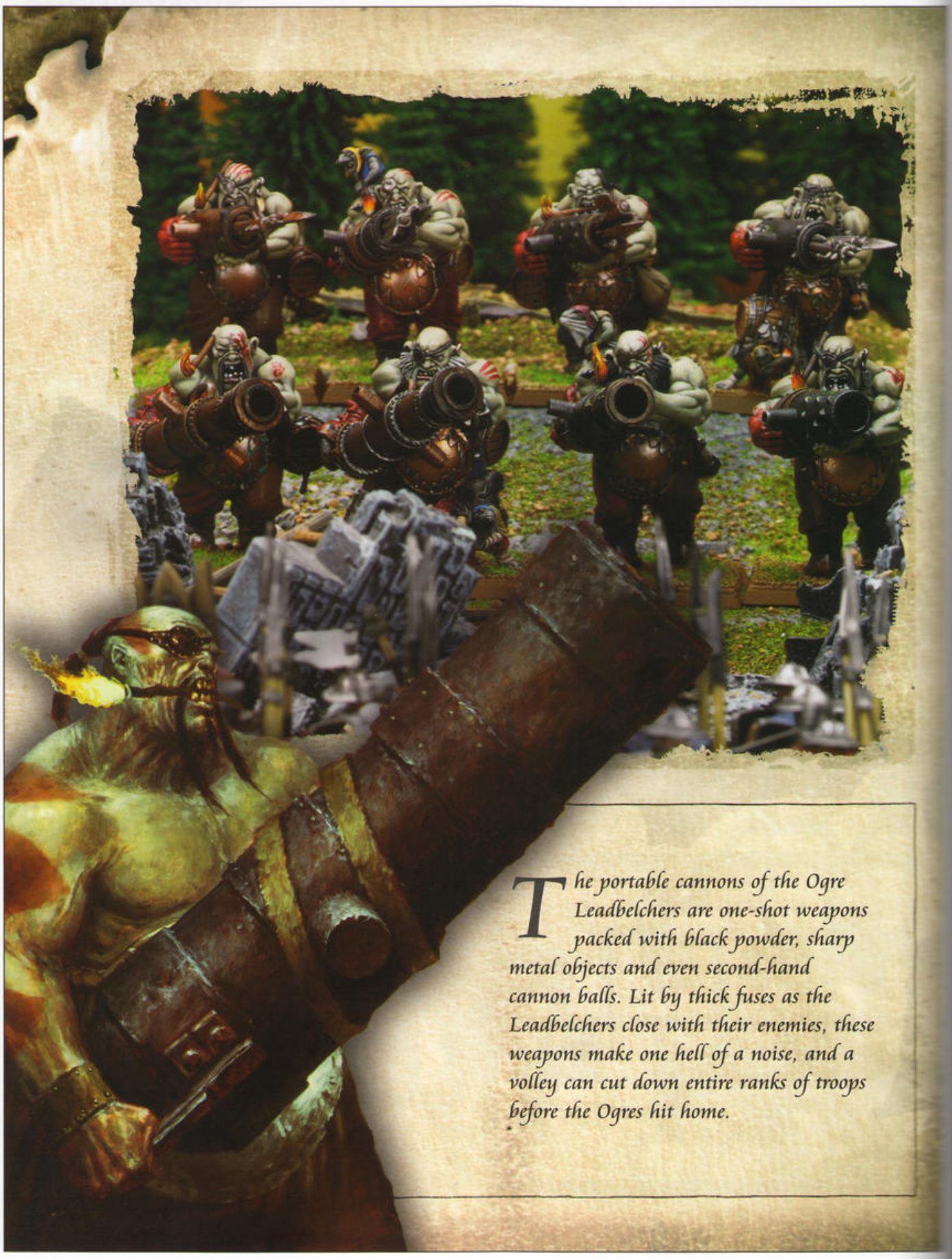

The portable cannons of the Ogre Leadbelchers are one-shot weapons packed with black powder, sharp metal objects and even second-hand cannon balls. Lit by thick fuses as the Leadbelchers close with their enemies, these weapons make one hell of a noise, and a volley can cut down entire ranks of troops before the Ogres hit home.

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Section Four

Rare Units

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Rare Units

Ogre Maneaters

OGRE MANEATER
(Contains 1 random model)
99060213007 **£10 Complete**

OGRE MANEATER 2 HEAD SPRUE
9947021300706 **£2**

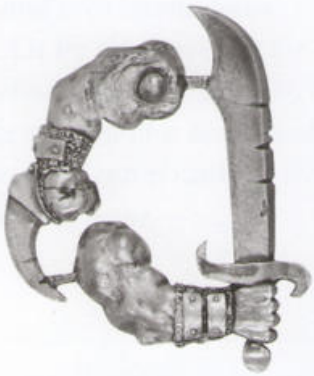
OGRE MANEATER 2 BODY
9947021300707 **£6**

OGRE MANEATER 2 RIGHT ARM
9947021300709 **£2**

OGRE MANEATER 2 BELLY GUARD
9947021300708 **£2**

OGRE MANEATER 1 GNOBLAR
9947021300705 **£1.50**

OGRE MANEATER 1 BODY
9947021300702 **£6**



OGRE MANEATER 1 ARM SPRUE
9947021300703 **£2**

OGRE MANEATER 1 HEAD
9947021300701 **£2**

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OGRE MANEATER 4 HAMMER
9947021300718 **£3**

OGRE MANEATER 4 BODY
9947021300717 **£6**

OGRE MANEATER4 HEAD
9947021300716 **£2**

OGRE MANEATER 3 HEAD
9947021300711 **£2**

OGRE MANEATER 3 BODY
9947021300712 **£6**

OGRE MANEATER 3 BELLY GUARD
9947021300713 **£2**

OGRE MANEATER 3 ARM SPRUE
9947021300714 **£2**

Direct Only

The Ogre Maneater Ninja and Female are special editions that are not available in stores. They are available to order through Direct.

OGRE MANEATER FEMALE
99060213013 **£10 Complete**

OGRE MANEATER NINJA
99060213012 **£10 Complete**

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Rare Units

Ogre Gorger

OGRE GORGER
99060213009 **£10 Complete**

OGRE GORGER HEAD 1
9947021300901 **£2**

OGRE GORGER BODY
9947021300903 **£3**

OGRE GORGER HEAD 2
9947021300902 **£2**

OGRE GORGER RIGHT ARM
9947021300904 **£2**

OGRE GORGER LEGS
9947021300906 **£3**

OGRE GORGER LEFT ARM
9947021300905 **£2**

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Classic Ogres

Classic Range

The models on this page are not available in stores, but are still perfectly usable in your Orge Kingdoms army.

Painted example of Classic Ogre Standard Bearer.

CLASSIC OGRE STANDARD BEARER
9947029900501 **£10**

CLASSIC OGRE STANDARD TOP
9947029900502 **£1**

CLASSIC OGRE WITH SPIKED CLUB
9947029900506 **£10**

CLASSIC OGRE WITH TWO-HANDED MACE
9947029900505 **£10**

CLASSIC OGRE WITH MACE
9947029900503 **£10**

CLASSIC OGRE WITH AXE AND SPIKE
9947029900504 **£10**

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Collectors' Ogres

Collectors' Range

The models on this page are not available in stores, but are still perfectly usable in your Orge Kingdoms army.

COLLECTORS' OGRE FLAIL
9947021301429 **£10**

COLLECTORS' OGRE CANNON
9947021301424 **£10**

COLLECTORS' OGRE CLUB
9947021301426 **£10**

COLLECTORS' OGRE MORNING STAR
9947021301423 **£10**

COLLECTORS' OGRE HERO
9947021301430 **£10**

COLLECTORS' OGRE AXE 2
9947021301431 **£10**

COLLECTORS' OGRE BERZERKER
9947021301404 **£10**

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COLLECTORS' OGRE HALBERD
9947021301432 **£10**

COLLECTORS' HROTHYOGG OGRE CAPTAIN
9947021301404 **£10**

COLLECTORS' SKRAG THE SLAUGHTERER
9947021301403 **£10**

COLLECTORS' OGRE DOUBLE-HANDED AXE
9947021301425 **£10**

COLLECTORS' GUTLAGG EXECUTIONER
9947021301405 **£10**

COLLECTORS' OGRE GLADIATOR
9947021301402 **£10**

COLLECTORS' OGRE AXE 1
9947021301428 **£10**

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Collectors' Giant Ogres

COLLECTORS' GIANT OGRE CREW CUT HEAD
9947021301417 **£2**

COLLECTORS' GIANT OGRE TOPKNOT HEAD
9947021301406 **£2**

Painted example of Collectors' Giant Ogre.

COLLECTORS' GIANT OGRE CHAINMAIL HELMET HEAD
9947021301416 **£2**

COLLECTORS' GIANT OGRE MOHAWK HEAD
9947021301415 **£2**

COLLECTORS' GIANT OGRE CHAINMAIL TUNIC
9947021301420 **£3**

COLLECTORS' GIANT OGRE FUR TUNIC
9947021301419 **£3**

COLLECTORS' GIANT OGRE LEATHER TUNIC
9947021301418 **£3**

COLLECTORS' GIANT OGRE LEFT IRON FIST
9947021301421 **£2**

COLLECTORS' GIANT OGRE LEFT FIST
9947021301422 **£2**

COLLECTORS' GIANT OGRE LEFT OPEN HAND
9947021301407 **£2**

COLLECTORS' GIANT OGRE SPIKED CLUB
9947021301410 **£2**

COLLECTORS' GIANT OGRE RIGHT AXE
9947021301408 **£2**

COLLECTORS' GIANT OGRE RIGHT MACE
9947021301409 **£2**

COLLECTORS' GIANT OGRE RIGHT LONG LEG
9947021301412 **£2**

COLLECTORS' GIANT OGRE LEFT LONG LEG
9947021301411 **£2**

COLLECTORS' GIANT OGRE RIGHT SHORT LEG
9947021301414 **£2**

COLLECTORS' GIANT OGRE LEFT SHORT LEG
9947021301413 **£2**

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Chaos Ogres

CHAOS OGRE COMMAND
(Contains 3 models)
99110201152 **£25 Complete**

Models shown at 75% of actual size.

CHAOS OGRE
(Contains 1 random model)
99060201152 **£10 Complete**

CHAOS OGRE HEAD 1
9947020115201 **£1.50**

CHAOS OGRE HEAD 2
9947020115202 **£1.50**

CHAOS OGRE HEAD 3
9947020115203 **£1.50**

CHAOS OGRE HORN
9947020115214 **£3**

CHAOS OGRE AXE 1
9947020115207 **£2**

CHAOS OGRE AXE 2
9947020115208 **£2**

CHAOS OGRE STANDARD
9947020115213 **£3**

CHAOS OGRE LEFT ARM 1
9947020115211 **£2**

CHAOS OGRE LEFT ARM 2
9947020115210 **£2**

CHAOS OGRE BODY 1
9947020115204 **£5**

CHAOS OGRE BODY 2
9947020115205 **£5**

CHAOS OGRE BODY 3
9947020115206 **£6**

CHAOS OGRE HALBERD
9947020115209 **£2.50**

CHAOS OGRE CHAMPION MACE
9947020115213 **£2.50**

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Phil Kelly, Games Developer

Phil: Having written the Ogre Kingdoms army book I would have looked like a right Gnoblar had I passed up on the opportunity to paint up a bunch of brutes myself. I started my collection with an Ogre Hunter, and tried to get a weatherbeaten, tanned look to his skin - this worked so well I conveyed it to the rest of the models in my army. Ogres paint up really fast (especially Ironguts for some reason) so I ploughed through the rank and file, finishing them off with white warpaint – a half-white face was to become the signature warpaint of my army.

I've put a couple of simple conversions in there to break it up a bit - the Leadbelchers all have severe burns down the right side of their faces (I melted the plastic with polystyrene cement to get that stretched-skin look) and the Gorger's head is made from an Ork Attack Squig - the only thing with a mouth big enough in my opinion. Next up is the Gnoblar contingent for the army - three units of Fighters, two of Trappers and a pair of Scraplaunchers to boot! I've a long way to go yet...

Phil's awesome gorger with converted head.

One of Phil's excellent characters, his choice of skin colour for the Ogres is striking.

Phil has melted one side of this leadbelcher to give him som impressive scars.

This Butcher is playing with the Gnoblar before it is sacrificed, to the Great Maw.

Ulisse Razzini

Ulisse: I must be honest, when I heard for the first time that GW was going to release an entire army of the big fellas, I certainly wasn't particularly excited... well, it didn't take too long before my mind changed, especially after seeing Paul Jeacock's sketches and, not very long afterward, Phil Kelly's army in progress. The models are awesome and the concept is brutal, so what was I waiting for? After choosing the tribe iconography (the Sun) I started to torture the sprues with clippers, files and glue. The Ogre Hunter was a model that I thought I would have sort out even without the original... and there I was, chopping in half the plastic Ogre from Battlemasters (don't bother to look for it, that's a relic!) because it was the only old range Ogre big as the new ones (and already with belly guard, which is saying something...) I then added the Inquisitor Crime Lord cloak top, a few Ogres plastic bits and a good amount of Green Stuff.

Ulisse's converted Tyrant.

Ulisse's Ogre Bulls Standard Bearer

Ulisse's Ironguts champion with a very nice scenic base.

Using a model from an ancient Games Workshop range, Ulisse has converted up an awesome Ogre Hunter.

Great Beasts & Monsters of the Old World

The Old World is a strange and mysterious place, full of fantastic and fearsome creatures. In the following section you will find a selection of old and new models that represent these creatures. You can use them as Conversions for lords and heroes, use them for a special scenario, or just simply to collect and paint some of these awesome creatures.

Manticores

The Manticore is a gigantic lion-like monster with large leathery wings and a tail that is spined or spiked. They are adept and devastating fighters, attacking with their raking claws and long sharp teeth. Sacred amongst the Dark Elves of Naggaroth, they are a symbol of the fury of Khaine, the evil and cruel Blooded-handed god.

Griffons

Griffons are wild and dangerous creatures that hunt from the tallest crags of the Worlds Edge Mountains. Brave adventurers seek out their high nests and steal chicks to raise them in captivity. Only in this way can a Griffon ever be made tame enough to allow anybody to ride it, and even then they are temperamental and ferocious beasts. Griffons have fierce heads with a hooked beak, like that of a huge bird of prey. Their forequarters too are feathered, with scaly limbs bearing fore claws which are bird-like and razor sharp. Behind its huge feathered wings the Griffon's body is furred and it has huge clawed feet. Some Griffons have a great golden pelt like mountain lions, while others have skins which are spotted striped, or black as night.

Dragons

Dragons are an incredibly ancient race whose forefathers lived many thousands of years before Elves or Men first set foot in the Old World. Today they are few in number compared to the old days, when the air was full of soaring Dragons and the deep cries of Cold Drakes as they tussled for supremacy of the primeval skies. Dragons are a diverse species and apt to display enormous variation in colours and abilities.

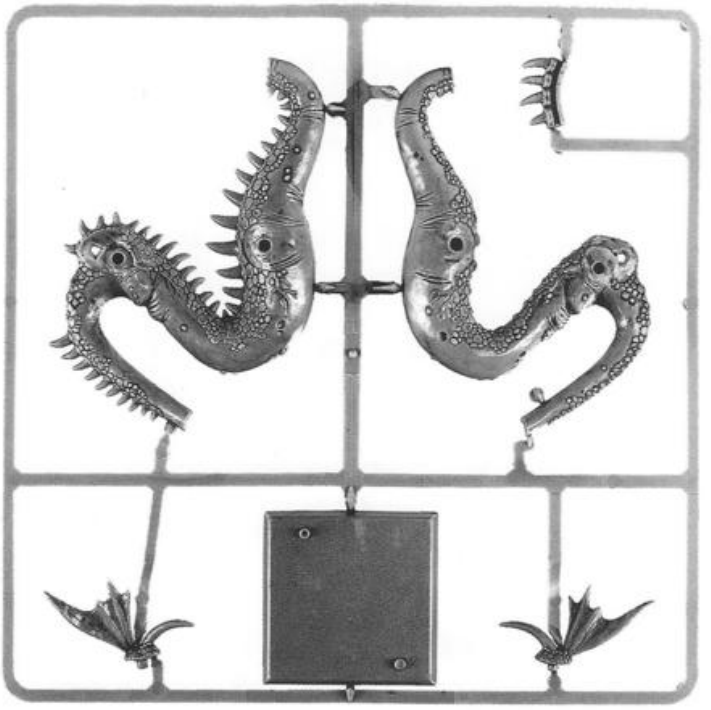
Dragons

Example of Plastic Dragon with rider.

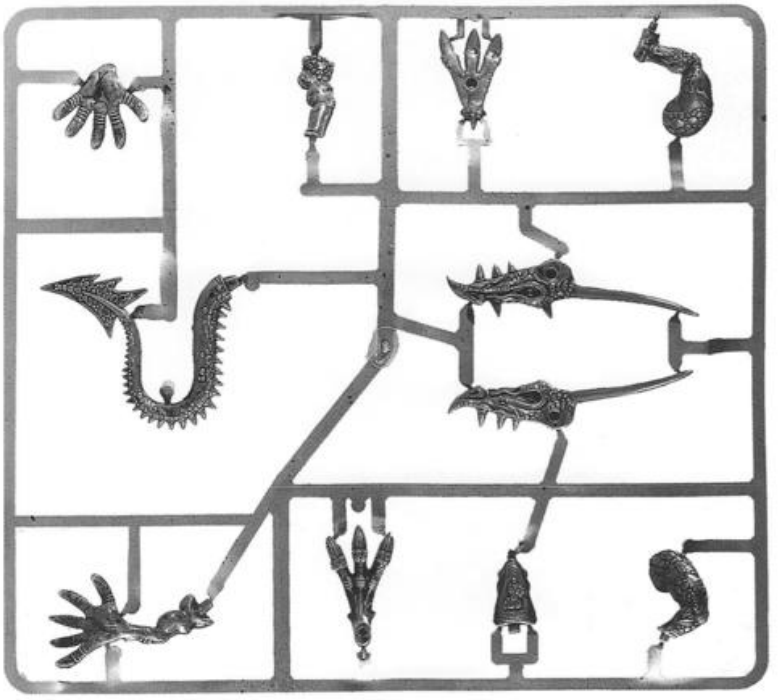
PLASTIC DRAGON WINGS
99380299002 **£6**
Wings shown at 40% actual size.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press. Please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Sprues shown at 40% actual size.



PLASTIC DRAGON BODY
99389999075 **£7**



PLASTIC DRAGON HEAD & LIMBS
99389999077 **£7**

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Wood Elf Dragon

Example of Wood Elf Dragon with rider.
This model requires the Plastic Dragon Wings sprue. For codes and prices please refer to page 100.

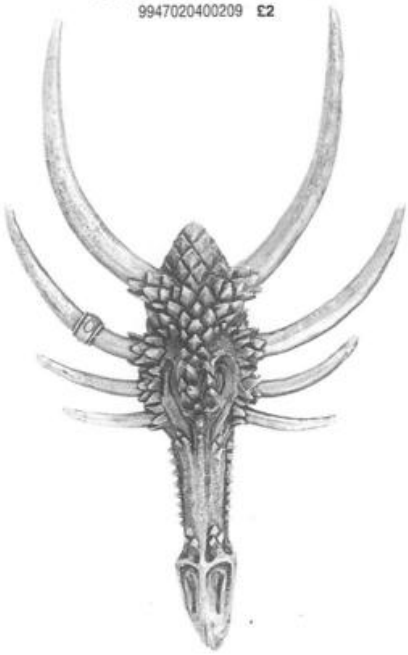
Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press. Please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

FOREST DRAGON FOOT
9947020400208 **£1**

FOREST DRAGON LEFT LEG
9947020400209 **£2**

FOREST DRAGON TAIL MIDDLE
9947020400212 **£1**

FOREST DRAGON TONGUE
9947020400202 **50P**



FOREST DRAGON HEAD
9947020400201 **£3**

FOREST DRAGON RIGHT ARM
9947020400206 **£2**

FOREST DRAGON LEFT ARM
9947020400207 **£2**

FOREST DRAGON RIGHT LEG
9947020400205 **£2**

FOREST DRAGON TAIL END
9947020400210 **£2**

FOREST DRAGON TAIL BASE
9947020400211 **£1**

FOREST DRAGON BODY
9947020400204 **£3**

FOREST DRAGON NECK
9947020400203 **£3**

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Classic High Elf Dragon

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

Example of Classic High Elf Dragon with rider.

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CLASSIC IMRIK'S DRAGON RIGHT ARM
9947021002406 **£2**

CLASSIC IMRIK'S DRAGON HEAD
9947021002401 **£2**

CLASSIC IMRIK'S DRAGON LEFT ARM
9947021002407 **£2**

CLASSIC IMRIK'S DRAGON LEFT LEG
9947021002409 **£2**

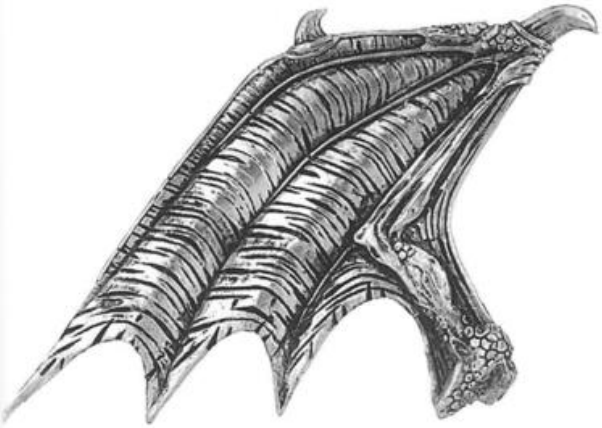
CLASSIC IMRIK'S DRAGON HORNS
9947021002402 **£2**

CLASSIC IMRIK'S DRAGON RIGHT LEG
9947021002408 **£2**

CLASSIC IMRIK'S DRAGON BODY
9947021002404 **£4**

CLASSIC IMRIK'S DRAGON NECK
9947021002403 **£3**

CLASSIC IMRIK'S DRAGON TAIL
9947021002405 **£3**



CLASSIC IMRIK'S DRAGON LEFT WING
9947021002411 **£4**

CLASSIC IMRIK'S DRAGON RIGHT WING
9947021002410 **£4**

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High Elf Dragon

IMRIK, DRAGON PRINCE OF CALEDOR
99110210102 **£25 Complete**

This model requires the Plastic Dragon Wings and Body sprue. For codes and prices please refer to page 100 - 101.

PRINCE IMRIK DRAGON UPPER JAW
9947021010204 **£2**

PRINCE IMRIK DRAGON HORNS
9947021010206 **£1**

PRINCE IMRIK DRAGON LOWER JAW
9947021010205 **£1.50**

PRINCE IMRIK DRAGON RIGHT ARM
9947021010207 **£2**

PRINCE IMRIK DRAGON TAIL
9947021010209 **£4**

PRINCE IMRIK DRAGON LEFT CLAW
9947021010208 **£1.50**

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Dark Elf Dragon

This model requires the Plastic Dragon Wings and Body sprue. For codes and prices please refer to page 100 - 101.

MALEKITH THE WITCH KING
99110212033 **£25 Complete**

BLACK DRAGON LEFT EAR
9947021203308 **50p**

BLACK DRAGON RIGHT EAR
9947021203306 **50p**

BLACK DRAGON LOWER JAW
9947021203309 **£1**

BLACK DRAGON HORNS
9947021203307 **£1.50**

BLACK DRAGON HEAD
9947021203310 **£1.50**

BLACK DRAGON LEFT HAND
9947021203312 **£2**

BLACK DRAGON TAIL
9947021203313 **£3**

BLACK DRAGON RIGHT ARM
9947021203311 **£2**

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Classic Dark Elf Dragon

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

Example of Classic Black Dragon with rider.
This model requires the Plastic Dragon Wings sprue.
For codes and prices please refer to page 100.

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CLASSIC RAKARTH'S BLACK DRAGON HORNS
9947021200108 **£2**

CLASSIC RAKARTH'S BLACK DRAGON HEAD
9947021200107 **£2**

CLASSIC RAKARTH'S BLACK DRAGON CHEST
9947021200111 **£4**

CLASSIC RAKARTH'S BLACK DRAGON NECK
9947021200113 **£3**

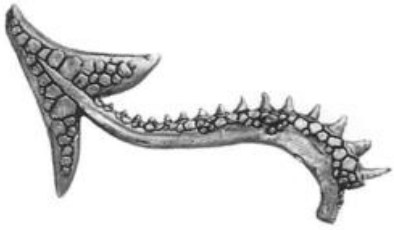
CLASSIC RAKARTH'S BLACK DRAGON BELLY
9947021200112 **£4**

CLASSIC RAKARTH'S BLACK DRAGON RIGHT ARM
9947021200109 **£2**

CLASSIC RAKARTH'S BLACK DRAGON TAIL
9947021200105 **£3**

CLASSIC RAKARTH'S BLACK DRAGON LEFT ARM
9947021200110 **£2**

CLASSIC RAKARTH'S BLACK DRAGON RIGHT LEG
9947021200114 **£3**



CLASSIC RAKARTH'S BLACK DRAGON TAIL END
9947021200106 **£2**

CLASSIC RAKARTH'S BLACK DRAGON LEFT LEG
9947021200115 **£3**

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Zombie Dragon

ZACHARIAS THE EVERLIVING
99110207101 **£25 Complete**

This model requires the Plastic Dragon Wings sprue. For codes and prices please refer to page 100.

ZOMBIE DRAGON BODY
9947020710101 **£4**

ZOMBIE DRAGON HEAD
9947020710105 **£2.50**

ZOMBIE DRAGON JAW
9947020710108 **£1**

ZOMBIE DRAGON RIGHT ARM
9947020710109 **£2**

ZOMBIE DRAGON HORNS
9947020710107 **50P**

ZOMBIE DRAGON LEFT ARM
9947020710106 **£1.50**

ZOMBIE DRAGON LEFT LEG
9947020710115 **£1.50**

ZOMBIE DRAGON RIGHT LEG
9947020710114 **£1.50**

ZOMBIE DRAGON CLAW
9947020710104 **50p**

ZOMBIE DRAGON TAIL
9947020710102 **£3**

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Classic Zombie Dragon

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

Example of Classic Zombie Dragon with rider.

CLASSIC ZOMBIE DRAGON HEAD
9947020700301 **£2**

CLASSIC ZOMBIE DRAGON NECK
9947020700302 **£2.50**

CLASSIC ZOMBIE DRAGON BODY
9947020700303 **£4**

CLASSIC ZOMBIE DRAGON TAIL
9947020700304 **£2.50**

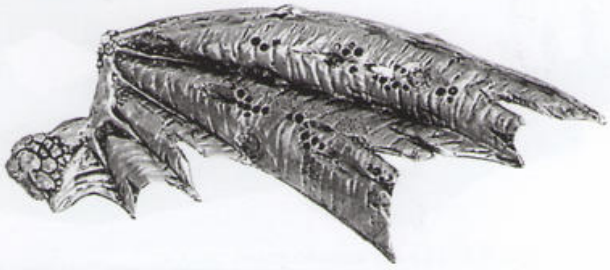
CLASSIC ZOMBIE DRAGON FRONT RIGHT LEG
9947020700305 **£1.50**

CLASSIC ZOMBIE DRAGON BACK RIGHT LEG
9947020700307 **£1.50**

CLASSIC ZOMBIE DRAGON BACK LEFT LEG
9947020700308 **£1.50**

CLASSIC ZOMBIE DRAGON FRONT LEFT LEG
9947020700306 **£1.50**

CLASSIC ZOMBIE DRAGON LEFT WING
9947020700310 **£3**



CLASSIC ZOMBIE DRAGON RIGHT WING
9947020700309 **£3**

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Classic Chaos Dragon

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

Example of Classic Chaos Dragon with rider.
This model requires the Plastic Dragon Wings sprue. For codes and prices please refer to page 100.

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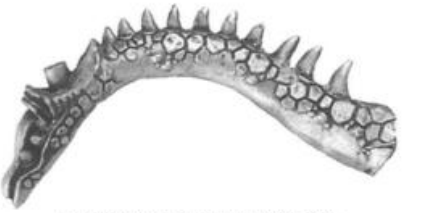
CLASSIC CHAOS DRAGON NECK 1
9947020103004 **£3**

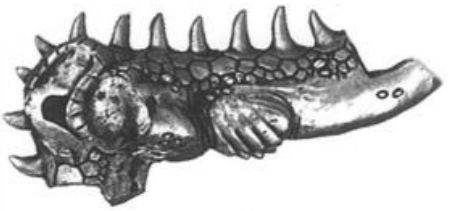


CLASSIC CHAOS DRAGON NECK 2
9947020103003 **£3**

CLASSIC CHAOS DRAGON HEAD 1
9947020103005 **£2**

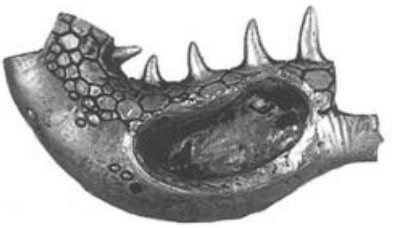
CLASSIC CHAOS DRAGON LEFT ARM
9947020103013 **£2**

CLASSIC CHAOS DRAGON RIGHT ARM
9947020103010 **£2**



CLASSIC CHAOS DRAGON CHEST
9947021200111 **£4**

CLASSIC CHAOS DRAGON HEAD 2 HORNS
9947020103007 **£2**



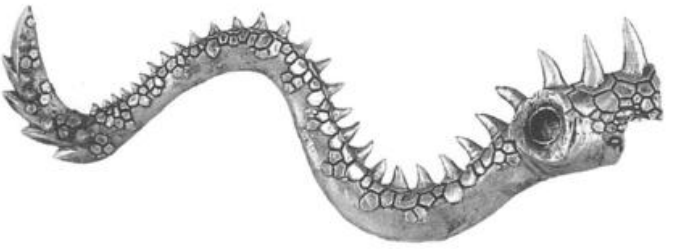
CLASSIC CHAOS DRAGON BELLY
9947021200112 **£4**

CLASSIC CHAOS DRAGON LEFT LEG
9947020103009 **£4**

CLASSIC CHAOS DRAGON HEAD 2
9947020103006 **£2**

CLASSIC CHAOS DRAGON RIGHT LEG
9947020103008 **£4**

CLASSIC CHAOS DRAGON TAIL 2
9947020103001 **£4**



CLASSIC CHAOS DRAGON TAIL 1
9947020103002 **£4**

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Chaos Dragon

GALRAUCH
99110201141 **£25 Complete**

GALRAUCH HEAD 1
9947020114101 **£4**

GALRAUCH HEAD 2
9947020114102 **£4**

GALRAUCH SPRUE 1
9947020114110 **£1**

GALRAUCH LEFT CLAW
9947020114108 **£1**

GALRAUCH RIGHT ARM
9947020114109 **£2**

GALRAUCH SPRUE 2
9947020114111 **£1.50**

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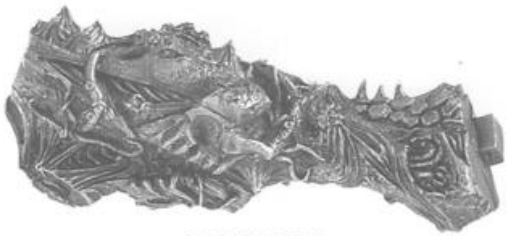

GALRAUCH BODY
9947020114103 **£5**

GALRAUCH TAIL
9947020114107 **£3**

GALRAUCH LOWER BODY
9947020114104 **£4**

GALRAUCH LEFT WING
9947020114106 **£4**

GALRAUCH RIGHT WING
9947020114105 **£4**

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Wyvern

ORC WARBOSS ON WYVERN
99110209119 **£20 Complete**

PLASTIC DRAGON WINGS
99380299002 **£6**

Shown at 40% actual size

WYVERN HORNS
9947020911906 **50P**

WYVERN TAIL
9947020911908 **£2**

WYVERN HIND LEG
9947020911909 **£1.50**

WYVERN HINDQUARTERS
9947020911910 **£4**

WYVERN FOREQUARTERS
9947020911907 **£4**

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Classic Wyvern

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

Example of Classic Wyvern with rider.

CLASSIC WYVERN NECK
994702094705 **£3**

CLASSIC WYVERN HEAD
9947020904701 **£2**

This model requires the Plastic Dragon Wings sprue. For codes and prices please refer to page 116.

CLASSIC WYVERN TAIL
9947020904703 **£3**

CLASSIC WYVERN RIGHT LEG
9947020904702 **£1.50**

CLASSIC WYVERN BODY
9947020904704 **£4**

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Empire Pegasus

BALTHASAR GELT
99060202112 **£15 Complete**

PEGASUS LEFT WING
9947020211206 **£3**

PEGASUS RIGHT WING
9947020211207 **£3**

PEGASUS RIGHT SIDE
9947020211203 **£2**

PEGASUS HEAD
9947020211202 **£1**

PEGASUS LEFT SIDE
9947020211205 **£2**

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Classic Empire Pegasus

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

EMPIRE HERO ON PEGASUS
9911020216500 **£20 Complete**

CLASSIC PEGASUS LEFT SIDE
9947020220701 **£5**

CLASSIC PEGASUS RIGHT SIDE
9947020220702 **£3**

CLASSIC PEGASUS LEFT WING
9947021000209 **£3**

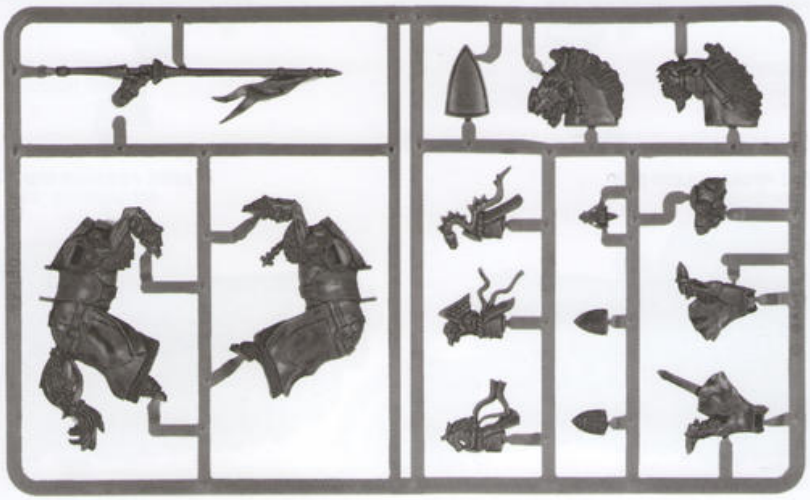
CLASSIC PEGASUS RIGHT WING
9947021000210 **£3**

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Bretonnian Pegasus

BRETONNIAN PEGASUS KNIGHTS
(Contains 3 models)
99120203007 **£20 Complete**

BRETONNIAN PEGASUS WINGS SPRUE
99380299008 **£5**
Sprues shown at 50% actual size.



BRETONNIAN PEGASUS BODY SPRUE
99380203006 **£5**

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Classic Bretonnian Pegasus

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

Example of Classic Bretonnian Pegasus with rider.

CLASSIC BRETONNIAN PEGASUS LEFT WING
9947020400807 **£3**

CLASSIC BRETONNIAN PEGASUS RIGHT WING
9947020400808 **£3**

CLASSIC BRETONNIAN PEGASUS RIGHT SIDE
9947020303705 **£3**

CLASSIC BRETONNIAN PEGASUS HEAD
9947020303704 **£1.50**

CLASSIC BRETONNIAN PEGASUS LEFT SIDE
9947020303706 **£3**

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Empire Griffon

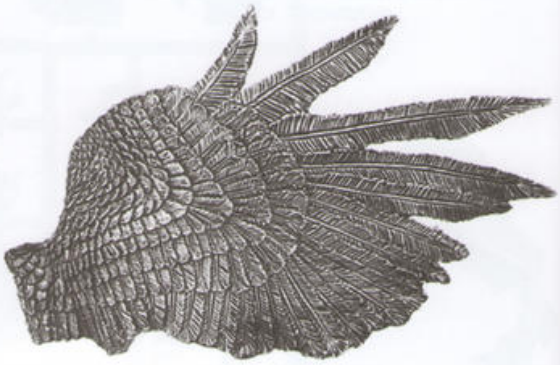
Example of completed Empire Griffon with rider.

EMPIRE GRIFFON RIGHT BODY
9947020210503 **£3**

EMPIRE GRIFFON HEAD
9947020210501 **£2**

EMPIRE GRIFFON LEFT BODY
9947020210502 **£3**

EMPIRE GRIFFON LEFT WING
9947020103613 **£3**



EMPIRE GRIFFON RIGHT WING
9947020103614 **£3**

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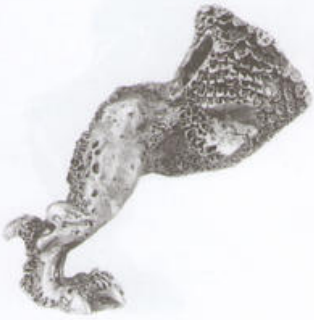
Empire Griffon

EMPEROR KARL FRANZ ON DEATHCLAW
99110202130 **£20 Complete**

EMPIRE GRIFFON RIGHT CLAW
9947021000206 **£1**

EMPIRE GRIFFON LEFT CLAW
9947021000207 **£1**



EMPIRE GRIFFON RIGHT BODY
9947021000205 **£3**

EMPIRE GRIFFON TAIL
9947021000208 **£1.50**

EMPIRE GRIFFON LEFT BODY
9947020204403 **£5**

EMPIRE GRIFFON LEFT WING
9947020300111 **£3**

EMPIRE GRIFFON RIGHT WING
9947020300112 **£3**

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Classic High Elf Griffon

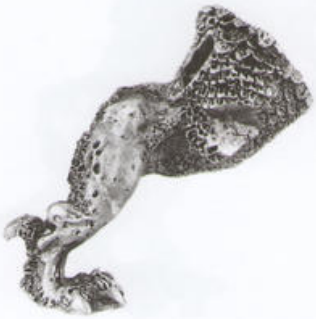
Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

Example of Classic High Elf Griffon with rider.

CLASSIC CLASSIC STORMWING RIGHT CLAW
9947021000206 **£1**

CLASSIC STORMWING LEFT CLAW
9947021000207 **£1**



CLASSIC STORMWING RIGHT BODY
9947021000205 **£3**

CLASSIC STORMWING TAIL
9947021000208 **£1.50**

CLASSIC STORMWING LEFT BODY
9947021000204 **£5**

CLASSIC STORMWING LEFT WING
9947021000209 **£3**

CLASSIC STORMWING RIGHT WING
9947021000210 **£3**

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Classic Hippogryph

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

Example of Classic Bretonnian Hippogryph with rider.

CLASSIC HIPPOGRYPH RIGHT BODY
9947020300105 **£5**

CLASSIC HIPPOGRYPH RIGHT CLAW
9947020300109 **£1**

CLASSIC HIPPOGRYPH TAIL
9947020300110 **£1.50**

CLASSIC HIPPOGRYPH LEFT BODY
9947020300106 **£4**

CLASSIC HIPPOGRYPH LEFT WING
9947020300111 **£3**

CLASSIC HIPPOGRYPH RIGHT WING
9947020300112 **£3**

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Manticore

BEASTMASTER ON MANTICORE
99110212042 **£20 Complete**

This model requires the Plastic Dragon Wings sprue. For codes and prices please refer to page 100.

MANTICORE RIGHT CLAW
9947021204201 **£1**

MANTICORE BODY
9947021204202 **£5**

MANTICORE LEFT CLAW
9947021204203 **£1**

MANTICORE RIGHT LEG
9947021204204 **£2**

MANTICORE TAIL
9947021204205 **£2**

MANTICORE LEFT LEG
9947021204206 **£2**

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Classic Manticore

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

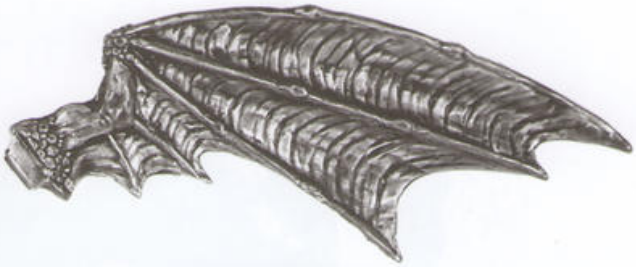
CLASSIC MANTICORE TAIL
9947020700109 **£2**

Example of Classic Manticore with rider.

CLASSIC MANTICORE REAR LEG
9947020700107 **£1**

CLASSIC MANTICORE FRONT PAW
9947020700108 **£1**

CLASSIC MANTICORE RIGHT WING
9947020700111 **£3**



CLASSIC MANTICORE LEFT WING
9947020700110 **£3**

CLASSIC MANTICORE RIGHT BODY
9947020700106 **£2.50**

CLASSIC MANTICORE HEAD
9947020700104 **£3**

CLASSIC MANTICORE LEFT BODY
9947020700105 **£3**

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Classic Winged Nightmare

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

Example of completed Classic Winged Nightmare.

CLASSIC WINGED NIGHTMARE TAIL
9947020707208 **£1.50**

CLASSIC WINGED NIGHTMARE HEAD
9947020707207 **£1**

CLASSIC WINGED NIGHTMARE FRONT LEG
9947020707206 **£1.50**

CLASSIC WINGED NIGHTMARE REAR LEFT LEG
9947020707205 **£1.50**

CLASSIC WINGED NIGHTMARE BODY
9947020707203 **£2**

CLASSIC WINGED NIGHTMARE REAR RIGHT LEG
9947020707204 **£1.50**

CLASSIC WINGED NIGHTMARE RIGHT WING
9947020707201 **£3**

CLASSIC WINGED NIGHTMARE LEFT WING
9947020707202 **£3**

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Winged Nightmare

WINGED NIGHTMARE HEAD
9947020709514 **£2**

WINGED NIGHTMARE JAW
9947020709512 **50p**

BLOOD DRAGON ON WINGED NIGHTMARE
99110207095 **£20 Complete**

WINGED NIGHTMARE LEFT LEG
9947020709505 **£1.50**

WINGED NIGHTMARE RIGHT LEG
9947020709506 **£1.50**

WINGED NIGHTMARE LEFT ARM
9947020709507 **£2**

WINGED NIGHTMARE BODY
9947020709513 **£4**

WINGED NIGHTMARE RIGHT ARM
9947020709508 **£2**

WINGED NIGHTMARE RIGHT WING
9947020709511 **£3**

WINGED NIGHTMARE LEFT WING
9947020709510 **£3**

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Hydra

DARK ELF WAR HYDRA
99110212049 **£20 Complete**

WAR HYDRA HEAD 1
9947021204901 **£1.50**

WAR HYDRA HEAD 2
9947021204903 **£2.50**

WAR HYDRA HEAD 3
9947021204904 **£2.50**

WAR HYDRA HEAD 4
9947021204905 **£2.50**

WAR HYDRA HEAD 5
9947021204907 **£2.50**

WAR HYDRA NECK 1
9947021204902 **£1**

WAR HYDRA NECK 4
9947021204906 **£1**

WAR HYDRA NECK 5
9947021204908 **£1**

WAR HYDRA TORSO
9947021204909 **£4**

WAR HYDRA RIGHT REAR LEG
9947021204913 **£1.50**

WAR HYDRA FRONT LEFT LEG
9947021204911 **£1.50**

WAR HYDRA TAIL
9947021204910 **£4**

WAR HYDRA FRONT RIGHT LEG
9947021204912 **£1.50**

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Great Eagles

GREAT EAGLE
(Contains 1 random model)
99060204008 **£7 Complete**

EAGLE HEAD 1
9947020400801 **£1.50**

EAGLE HEAD 2
9947020400803 **£2**

EAGLE HEAD 3
9947020400805 **£1.50**

Please note that the Eagle heads and tails are not interchangeable.

EAGLE TAIL 1
9947020400802 **£1.50**

EAGLE TAIL 2
9947020400804 **£1**

EAGLE TAIL 3
9947020400806 **£1.50**

LEFT EAGLE WING 1
9947020400807 **£3**

RIGHT EAGLE WING 1
9947020400808 **£3**

LEFT EAGLE WING 2
9947020400809 **£3**

RIGHT EAGLE WING 2
9947020400810 **£3**

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Warhawks

WOOD ELF WARHAWK RIDERS
(Contains 1 random model)
99060204011 **£7 Complete**

WARHAWK LEFT WING
9947020401103 **£2**

WARHAWK RIGHT WING
9947020401104 **£2**

WARHAWK BODY A
9947020401105 **£1**

WARHAWK BODY B
9947020401107 **£1**

WARHAWK BODY C
9947020401109 **£1**

Please note that the Warhawk bodies and tails are not interchangeable.

WARHAWK TAIL A
9947020401106 **£1**

WARHAWK TAIL B
9947020401108 **£1**

WARHAWK TAIL C
9947020401110 **£1**

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River Trolls

RIVER TROLL
(Contains 1 random model)
99060299006 **£10 Complete**

RIVER TROLL HEAD 1
9947029900604 **£2**

RIVER TROLL HEAD 2
9947029900605 **£2**

RIVER TROLL HEAD 3
9947029900606 **£2**

RIVER TROLL BODY 1
9947029900601 **£8**

RIVER TROLL BODY 2
9947029900602 **£8**

RIVER TROLL BODY 3
9947029900603 **£8**

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Stone Trolls

STONE TROLL
(Contains 1 random model)
99060299007 **£10 Complete**

STONE TROLL HEAD 1
9947029900704 **£2**

STONE TROLL HEAD 2
9947029900705 **£2**

STONE TROLL HEAD 3
9947029900706 **£2**

STONE TROLL
WITH STONE AXE & BONE CLUB
9947029900709 **£8**

STONE TROLL WITH ROCK
9947029900707 **£8**

STONE TROLL WITH TWO-HANDED AXE
9947029900708 **£8**

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Please note: all the Trolls on this page are one-piece models.
You do not need to order a separate head.

STONE TROLL WITH AXE
9947029900702 **£10**

STONE TROLL WITH STONE HAMMER
9947029900701 **£10**

STONE TROLL WITH BONE CLUB
9947029900703 **£10**

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Classic Unicorn

Classic Range

The model on this page is not available in stores, but can be ordered through Direct or the Online Store.

CLASSIC UNICORN LEFT SIDE
9947020300604 **£3**

CLASSIC UNICORN RIGHT SIDE
9947020300603 **£4**

Example of completed Classic Unicon with rider.

Collectors' Monsters

Collectors' Range

The models on this page are not available in stores and, for the most part, are not covered by the current rules system. However, they can be the basis of a conversion, or merely just great old models to complete your collection.

Please note, the Collectors' Manticore require the Collectors' Cockatrice wings to make a complete model. For codes and prices please refer to page 136.

COLLECTORS' MANTICORE BODY
9947029902416 **£6**

COLLECTORS' CHIMERA
99060299044 **£12 Complete**

Example of completed Collectors' Manticore

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Collectors' Range

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COLLECTORS' GIANT SPIDER BODY
9947029903318 **£3**

COLLECTORS' GIANT SPIDER LEGS
9947029903319 **£1.50**

Example of completed Collectors' Giant Spider.

Example of completed Collectors' Giant Scorpion.

COLLECTORS'' GIANT SCORPION BODY
9947029903315 **£4**

GIANT SCORPION TAIL
9947029903317 **£1**

COLLECTORS' GIANT SCORPION LEGS
9947029903316 **£1**

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Collectors' Monsters

Collectors' Range

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COCKATRICE BODY
9947029902413 **£6**

Painted example of completed Cockatrice.

COCKATRICE WING RIGHT WING
9947029902415 **£3**

COCKATRICE WING LEFT WING
9947029902414 **£3**

ELEMENTALS
(Contains 4 models)
99110299045 **£20 Complete**

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Collectors' Medium Dragons

Collectors' Range

The models on this page are not available in stores and, for the most part, are not covered by the current rules system. However, they can be the basis of a conversion, or merely just great old models to complete your collection.

ROCK DRAGON
99110299041 **£15 Complete**

NIGHTMARE DRAGON
99110299040 **£15 Complete**

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MARAUDER DRAGON
99110299039 **£15 Complete**

DRAGONMASTER DRAGON
99110299037 **£15 Complete**

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Collectors' Small Dragons

Collectors' Range

The models on this page are not available in stores and, for the most part, are not covered by the current rules system. However, they can be the basis of a conversion, or merely just great old models to complete your collection.

YOUNG DRAGONS BLISTER
(Contains 2 small dragons and 1 random medium dragon)
99060299043 **£10 Complete**

DRAKES
(Contains 2 drakes)
99060299038 **£10 Complete**

VENOM WYRM
99060299042 **£10 Complete**

CAVE DRAGON
99060299036 **£10 Complete**

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Great Fortresses & Sieges of the Old world

From the fortified city of Praag in the north to the distant Citadel of Dusk in the far south, mighty castles and fortresses dominate the landscape of the Old World. The very names of these fortresses are the stuff of legends: names like Karaz-a-Karak, the Fortress of Dawn, Cripple Peak, Ghrond the North Tower, the Griffon Gate and Drakenhof Castle are famed throughout every land. The Old World has seen countless wars and sieges and these desperate battles have made many castles famous for their rugged defence, but many others have fallen in bitter struggle against their enemies.

Praag

The fortified city of Praag – also known as the Cursed City – was the scene of the greatest sieges in the history of the known world. During the Great War against Chaos, Praag was overrun after a long and bitter battle. The city was so twisted and tormented by the powers of Chaos that tentacles and malevolent eyes sprouted from the walls and buildings themselves, and only recovered after it had been burned to the ground and rebuilt. However it is still rumoured that dark taints remains there…

Middenheim

The mountain-citadel of Middenheim stood resolute against the Storm of Chaos; hundreds of cannon, mortars and the lethal hellblaster volley guns studded the high bastions, among them the mighty Ulric's Thunder, a bombard of titanic proportions. The defenders numbered in the thousands; ready to match their enemy's wrath with steel, courage and faith.

Parravon

Parravon was a frontier town set in the foothills of the Grey Mountains, which is surrounded by deep chasms and can only be approached via a narrow bridge built by the Elves. The walls are high and support many tall towers giving the defenders a view across the mountain passes into the Empire to the East. Over the years it has been attacked by Orc hordes and ambitious Imperial Counts, but has always proved to be too strong a fortress for any enemy, whatever man or green-skin.

Karaz-a-Karak

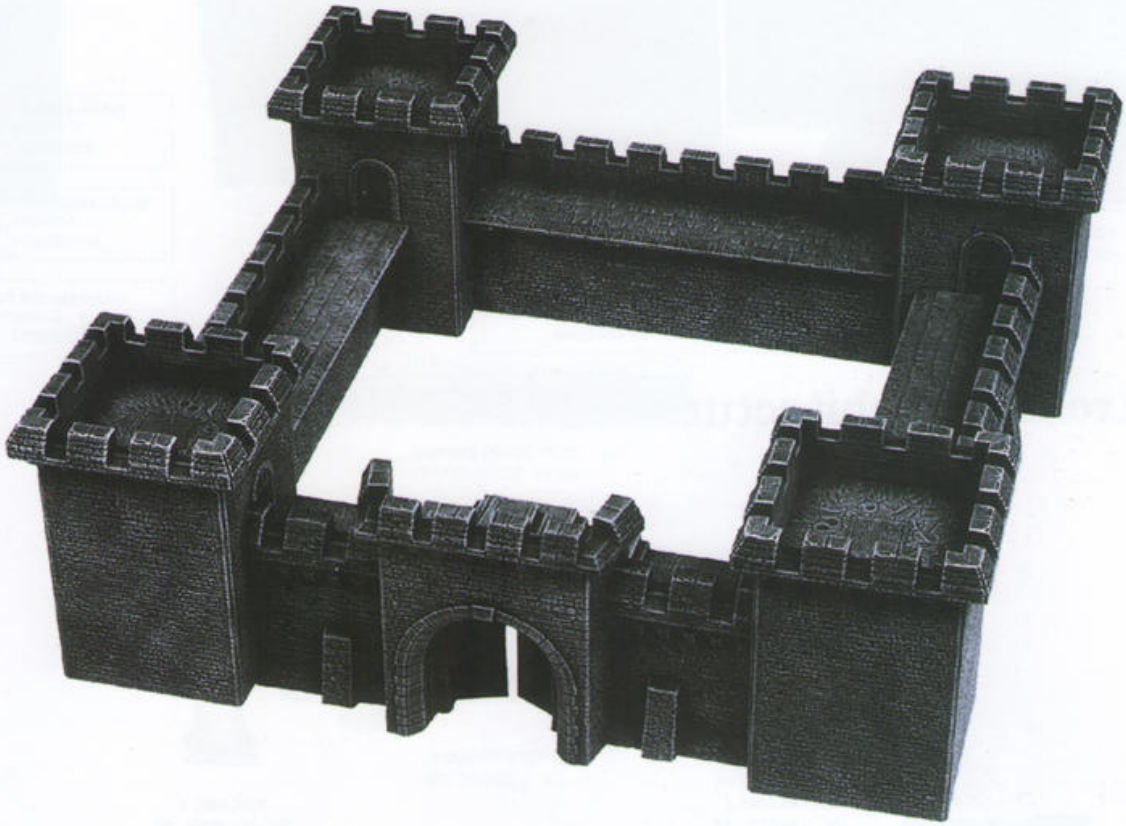
The Dwarf language is complex and cannot be literally translated into the tongues of men; Karaz-a-Karak means "Pinnacle of mountains" and mountain in Khazalid means "a thing which endures", although men call this city "Everpeak". This mighty and populous stronghold was the ancient capital of the old Dwarf empire. Many times the stronghold has been under attack but Karaz-a-Karak has never fallen to an invader. It is the oldest and most fortified Dwarf stronghold.

Storming the fortress...

A siege is like an ordinary game of Warhammer – only a little more advanced, as one side has some serious defences. These defences could include a complete castle, a wall that surrounds the city, or a lone tower. Small elements of a siege-style game can be incorporated into regular battles as well as by adding terrain such as defended obstacles, fortified bridges, entrenchments, natural elements like cliffs, and more. Regardless of their form, defences protect friendly troops and block attackers.

Few deny the gaming excitement of lowering the gangplank from a Siege Tower or breaching a wall, but many players balk at the idea of playing a siege. Some are daunted by the game size, extra rules, or the terrain needed. Others have tried a standard siege, but have stopped there and not pressed the fight into the city or tried any of the endless varieties.

The rules for how to conduct a siege can be found in Appendix Four – Rules of Siege in the Warhammer rulebook. Also available are hobby tips and scenarios for including siege games in your campaigns in the Generals Compendium. Why not give it a try – and have fun storming the fortress!



Section One

Fortress & Arcane Architecture

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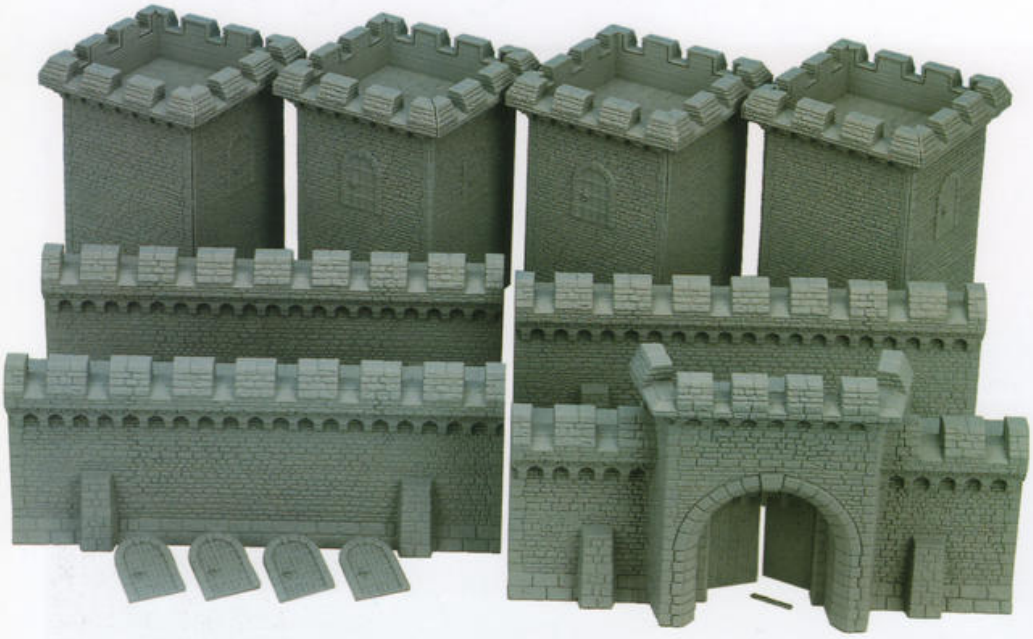
Warhammer Fortress



Contents of the Warhammer Fortress box set.
Shown at approximately 20% actual size.

WARHAMMER FORTRESS
(Contains 4 towers, 3 wall sections, 1 gatehouse)
99220299001 **£50 Complete**

WARHAMMER FORTRESS WALLS
(Contains 1 wall section)
99220299015 **£8 Complete**

WARHAMMER FORTRESS GATEHOUSE
(Contains 1 gatehouse)
99220299016 **£10 Complete**

WARHAMMER FORTRESS TOWER
(Contains 1 tower)
99220299014 **£10 Complete**

Arcane Architecture

AA COLUMN 2
9947119902407 **£2**

COLUMN 3
9947119902408 **£2**

PILLAR 1
9947029902204 **£2**

COLUMN 4
9947119902401 **£2**

COLUMN WITH GARGOYLE
9947119902403 **£2**

COLUMN 1
9947119902406 **£2**

HUGE CANDLE STICK
9947119902402 **£2**

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Arcane Architecture

ARROW SLIT 1
9947029902001 **£1.50**

ARROW SLIT 2
9947029902002 **£1.50**

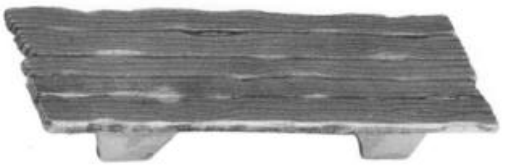
ARROW SLIT 3
9947029902003 **£1.50**

DWARF DOOR 1
9947029902101 **£3**

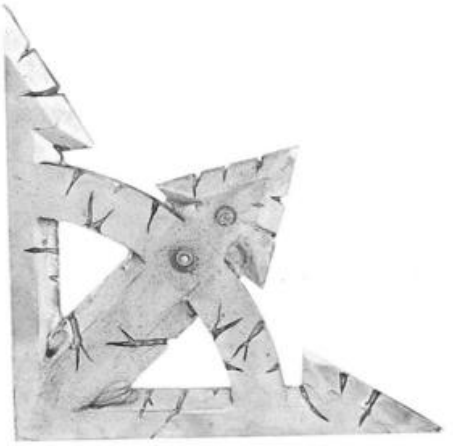
DWARF DOOR 2
9947029902102 **£3**

FORTRESS DOOR
9947029902103 **£3**

COPING (ROOF TILE)
9947029902205 **£1.50**



WOODEN STEP 2
9947029902202 **£2**



CHAOS STAR CORNER
9947029902302 **£3**

WOODEN STEP 1
9947029902201 **50p**

CHAOS GARGOYLES
9947029902303 **£1.50**

CHAOS WALL 1
9947029902301 **£3**

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Arcane Architecture

ARCANE ARCHITECTURE GARGOYLE 1
9947119900601D **£1**

ARCANE ARCHITECTURE GARGOYLE 2
9947119900701A **£1**

BUILDING ACCESSORY EAGLE
9947119900601C **50p**

BUILDING ACCESSORY SKELETON HEAD
9947119900602B **50p**

BUILDING ACCESSORY RAM HEAD
9947119900602C **£1**

BUILDING ACCESSORY FLESH HOUND HEAD
9947119900602A **£1**

BUILDING ACCESSORY TIGER HEAD
9947119900602D **£1**

BUILDING ACCESSORY DRAGON HEAD
9947119900601A **£1**

BUILDING ACCESSORY HAWK
9947119900601B **50p**

ARCANE ARCHITECTURE TOMB 1
9947119900904 **£1.50**

ARCANE ARCHITECTURE TOMB 2
9947119900903 **£1.50**

ARCANE ARCHITECTURE GRAVE C
9947119900701C **£1**

ARCANE ARCHITECTURE GRAVE 1
9947119900702D **£1**

ARCANE ARCHITECTURE GRAVE 3
9947119900702B **£1**

ARCANE ARCHITECTURE GRAVE 2
9947119902405 **£2**

ARCANE ARCHITECTURE GRAVES 1
9947119900702A **£1**
1 random Grave Stone supplied

ARCANE ARCHITECTURE GRAVE 4
9947119902404 **£1**

TOMB 1
9947119900901 **£1**

TOMB 1 LID
99477119900902 **£1**

TOMB 4
9947119900905 **£1**

TOMB 4 LID
9947119900906 **£1**

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Section Two

Siege Equipment

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Siege Attackers

Siege Tower

WARHAMMER SIEGE TOWER
99120299001 **£20 Complete**

Shown at approximately 60% actual size.

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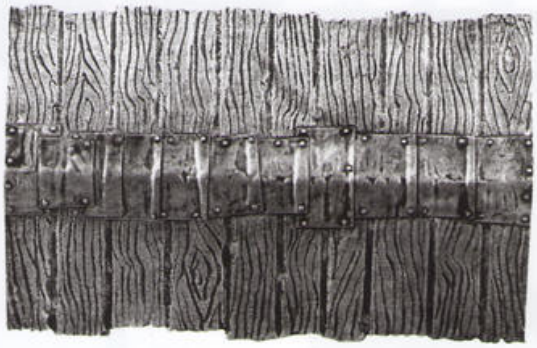
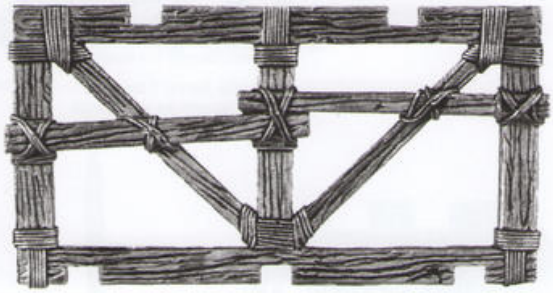
Siege Attackers

Battering Rams

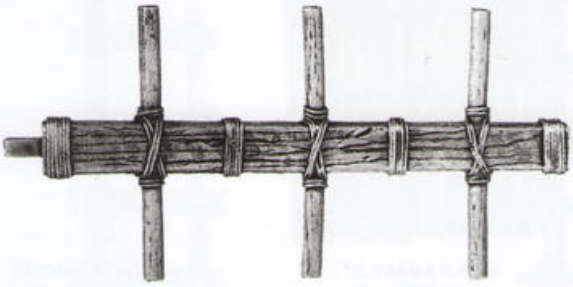
SIEGE BATTERING RAM
99110299045 **£15 Complete**



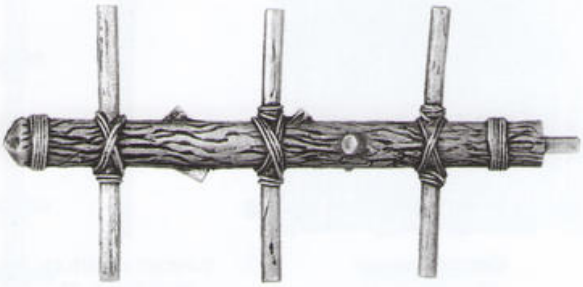
BATTERING RAM ROOF
9947029900901 **£2**



BATTERING RAM SIDE
9947029900902 **£2.50**



LOG RAM 1
9947029900917 **£1.50**



LOG RAM 2
9947029900918 **£1.50**

BATTERING RAM HEAD 1
9947020710701 **£1**

BATTERING RAM HEAD 2
9947020710701 **£1**

BATTERING RAM UNDEAD HEAD
9947029902410 **£1.50**

BATTERING RAM BIG FIST
9947029902401 **£1.50**

BATTERING RAM SKAVEN HEAD
9947029902409 **£1.50**

BATTERING RAM ELF STONE
9947029902406 **£1.50**

BATTERING RAM DWARF HEAD
9947029902407 **£1.50**

BATTERING RAM MAILED FIST
9947029902411 **£1.50**

BATTERING RAM LIZARDMEN HEAD
9947029902402 **£1.50**

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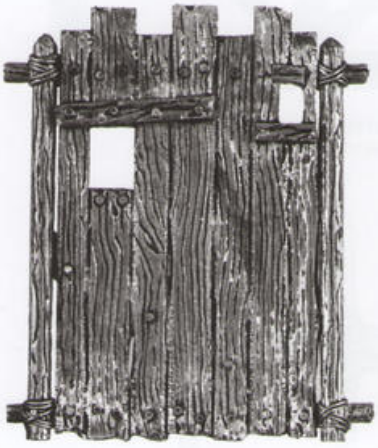
Siege Attackers

Mantlets

Completed example of a Mantlet.

Please note, Mantlet 2 and 3 will require two supports for each mantlet.

SOLID WHEEL SPRUE
99399999058 **£1**
(4 wheels supplied)



SHIELD 1 MANTLET
9947029901101 **£3**

SUPPORT 1 MANTLET
9947029901102 **£1**

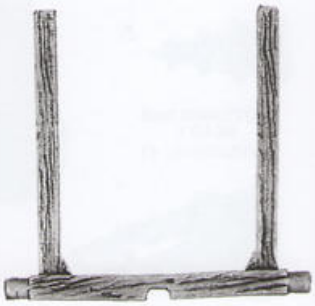
SHIELD 3 MANTLET
9947029901105 **£3**

SUPPORT 3 MANTLET
9947029901106 **£1**

SHIELD 2 MANTLET
9947029901103 **£3**

SUPPORT 2 MANTLET
9947029901104 **£1**

SHIELD 4 MANTLET
9947029901107 **£3**



SUPPORT 4 MANTLET
9947029901108 **£1**

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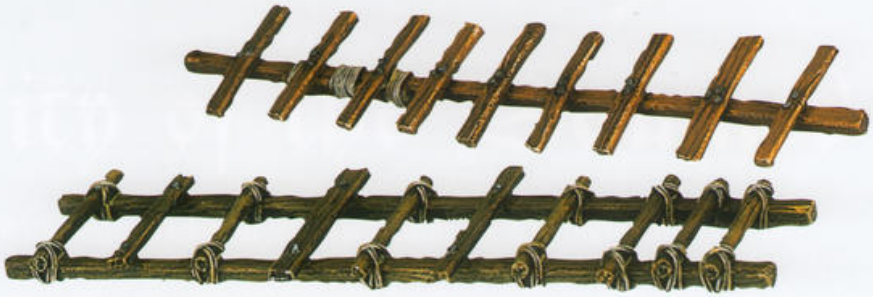
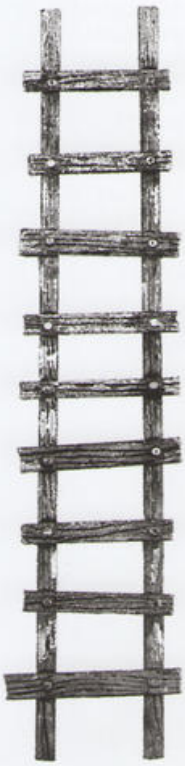
Ladders

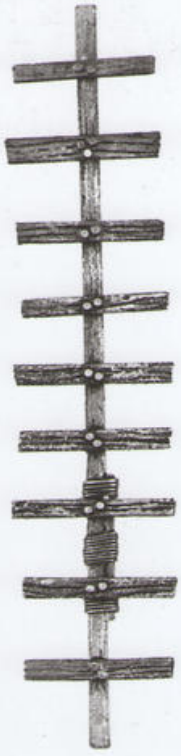


Painted example of ladders.



LADDER 1
9947029900911 **£2.50**

LADDER 2
9947029900912 **£2.50**



LADDER 5
9947029900915 **£2.50**

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Siege Defenders

Cauldron and Barrels

BARRELS
(Contains 2 Barrels)
99060299046 **£2 Complete**

SIEGE CAULDRON
99060299049 **£6 Complete**

Rock Dropper

ROCK DROPPER
(Contains 1 random rock dropper)
99060299047 **£8 Complete**

BOULDER
9947029901009 **£1**

Defenders Accessories

BUCKET 1
9947029901017 **£1**

BUCKET 2
9947029901018 **50p**

WHEELBARROW
9947029901008 **£2**

BUCKET 3
9947029901019 **50p**

BUCKET 4
9947029901016 **£1.50**

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MORDHEIM™

City of the Damned

The dull glow of wyrdstone shards illuminate a twilight city of dark deeds and darker secrets. It is said of the once-great Mordheim that the streets run with gold for the brave adventurer. Warbands from across the Old World hurry to the City of the Damned, eager to satisfy their greed within the quiet, crumbling buildings and the empty squares and thoroughfares. However, an evil exists within Mordheim, tainting all who pass through its gates, an insidious malady that will set brother against brother as twisted avarice replaces all feelings of loyalty.

And the streets will run with blood.

Mordheim is a tabletop skirmish game where players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city. The models are geared towards personalisation and many are supplied with several weapons and equipment options. They are fully compatible with Warhammer miniatures and the possibilities for conversions are endless!

On the following pages, we offer you just a small part of the range of Mordheim figures and scenery. They can be used to personalise your Warhammer army, and many of the models make great Generals, unit Champions or excellent addition to make your terrain pieces.

The full range of Mordheim miniatures are available via the Games Workshop Online Store, Direct Sales and selected retail outlets.

MORDHEIM

Kislev Warband

KISLEV CAPTAIN
(Contains 1 random model)
99061102038 **£5**

KISLEV WEAPON SPRUE
9947110203603 **£3**

KISLEV CAPTAIN
(1 random model supplied)
9947110203801 **£4**

KISLEV HENCHMEN
(Contains 3 random models)
99061102037 **£7**

These models may be armed with the weapons from the Mordheim Kislev Weapon sprue.

KISLEV WEAPON HALBERD
9947110203605 **£1**

KISLEV WEAPON CROSSBOW
9947110203604 **50p**

KISLEV HENCHMEN WITH BOW
(1 random model supplied)
9947110203702 **£2.50**

KISLEV HENCHMEN
(1 random model supplied)
9947110203701 **£2.50**

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KISLEV WEAPON CROSSBOW
99471102003604 **50p**

KISLEV WEAPON SPRUE
99471102003603 **£3**

KISLEV WEAPON HALBERD
99471102003605 **£1**

KISLEV YOUNGBLOODS
(Contains 3 random model)
99061102036 **£7 Complete**

KISLEV YOUNGBLOOD WITH BOW
(1 random model supplied)
9947110203602 **£2**

KISLEV YOUNGBLOOD
(1 random model supplied)
9947110203601 **£2**

Kislev Tamer and Bear

KISLEV BEAR ARM
9947110203902A **£1**

The Kislev Tamer may be armed with the weapons from the Mordheim Kislev Weapon sprue.

KISLEV BEAR AND ARM
9947110203902 **£6**

KISLEV TAMER
9947110203901 **£3**

KISLEV TAMER AND BEAR
99061102039 **£9 Complete**

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MORDHEIM

Hired Swords

HALFLING THIEF
99061199023 **£4 Complete**

MERCHANT
9906110204401 **£5 Complete**

KISLEV RANGER
99061102054 **£5 Complete**

PIT FIGHTER OGRE
99061199013 **£9 Complete**

PIT FIGHTER OGRE HEAD
9947119901301 **£1**

OGRE BODYGUARD
99061102005 **£9 Complete**

Casualties

HUMAN CASUALTY 1
9947119900201 **£2**

HUMAN CASUALTY 2
9947119900202 **£2**

HUMAN CASUALTY 3
9947119900203 **£2**

HUMAN CASUALTY 4
9947119900208 **£2**

HUMAN CASUALTY 5
9947119900205 **£2**

HUMAN CASUALTY 6
9947119900206 **£2**

HUMAN CASUALTY 7
9947119900207 **£2**

HUMAN CASUALTY 8
9947119900208 **£2**

HUMAN CASUALTY 9
9947119900209 **£2**

HUMAN CASUALTY 10
9947119900210 **£2**

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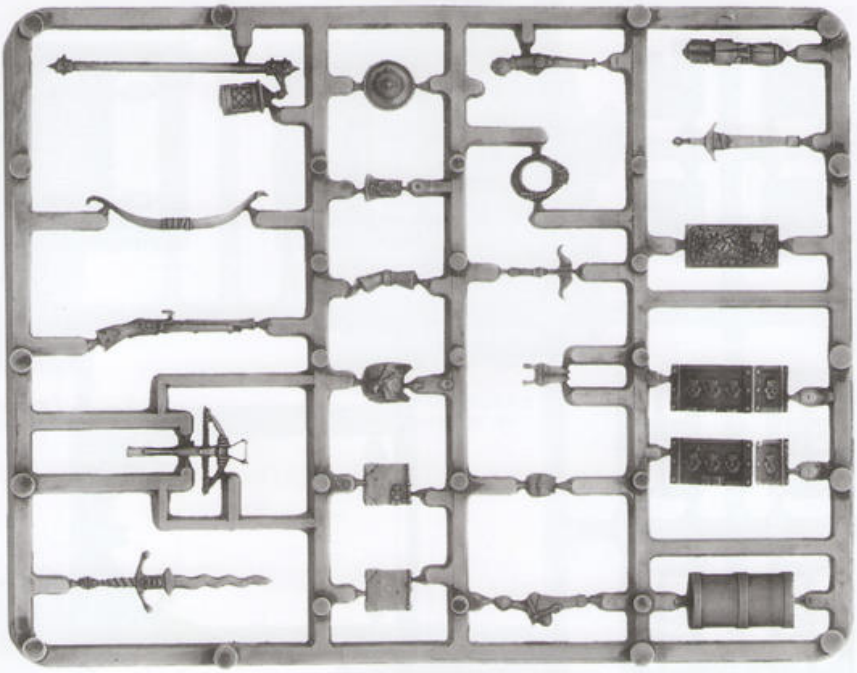
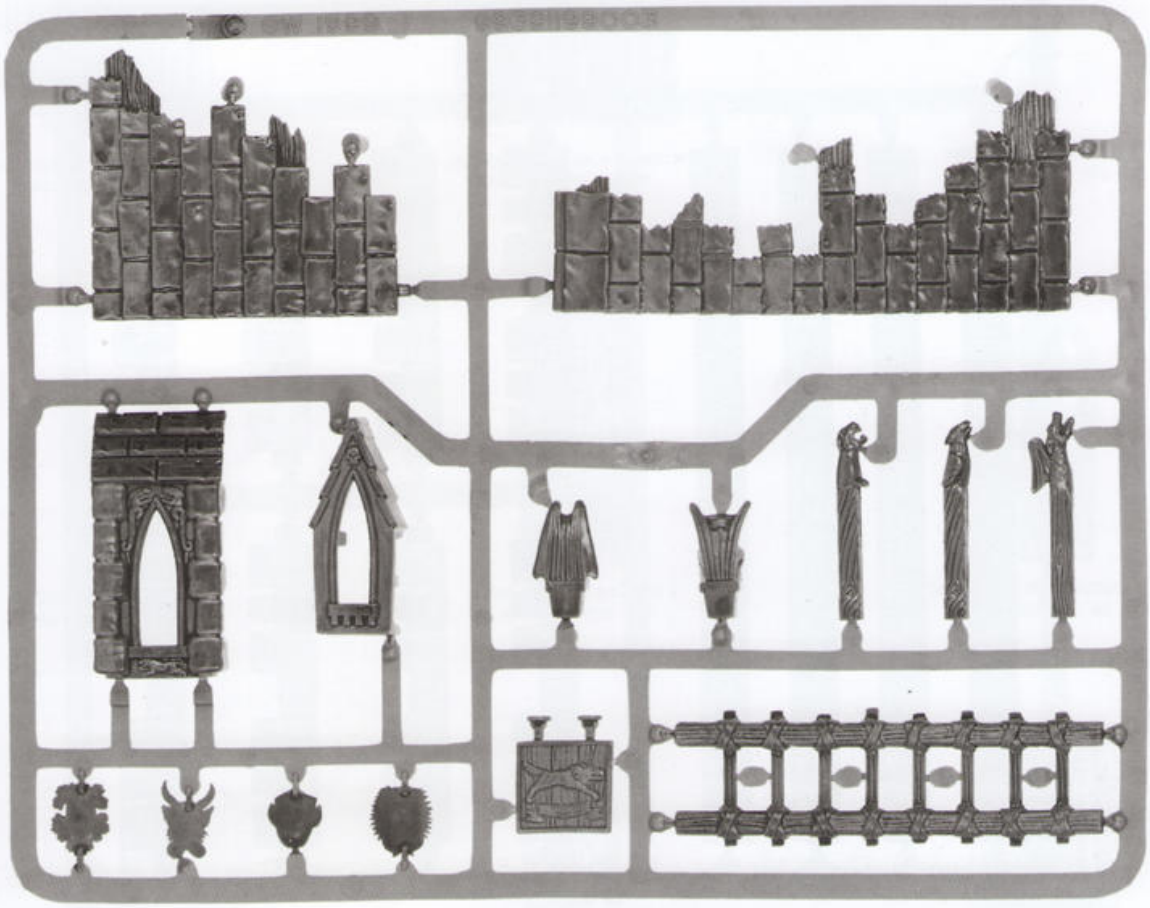
Sprues shown at 80% of actual size



MORDHEIM EQUIPMENT SPRUE
99391199001 **£4**



MORDHEIM BUILDING TILES SPRUE
99391199003 **£6**

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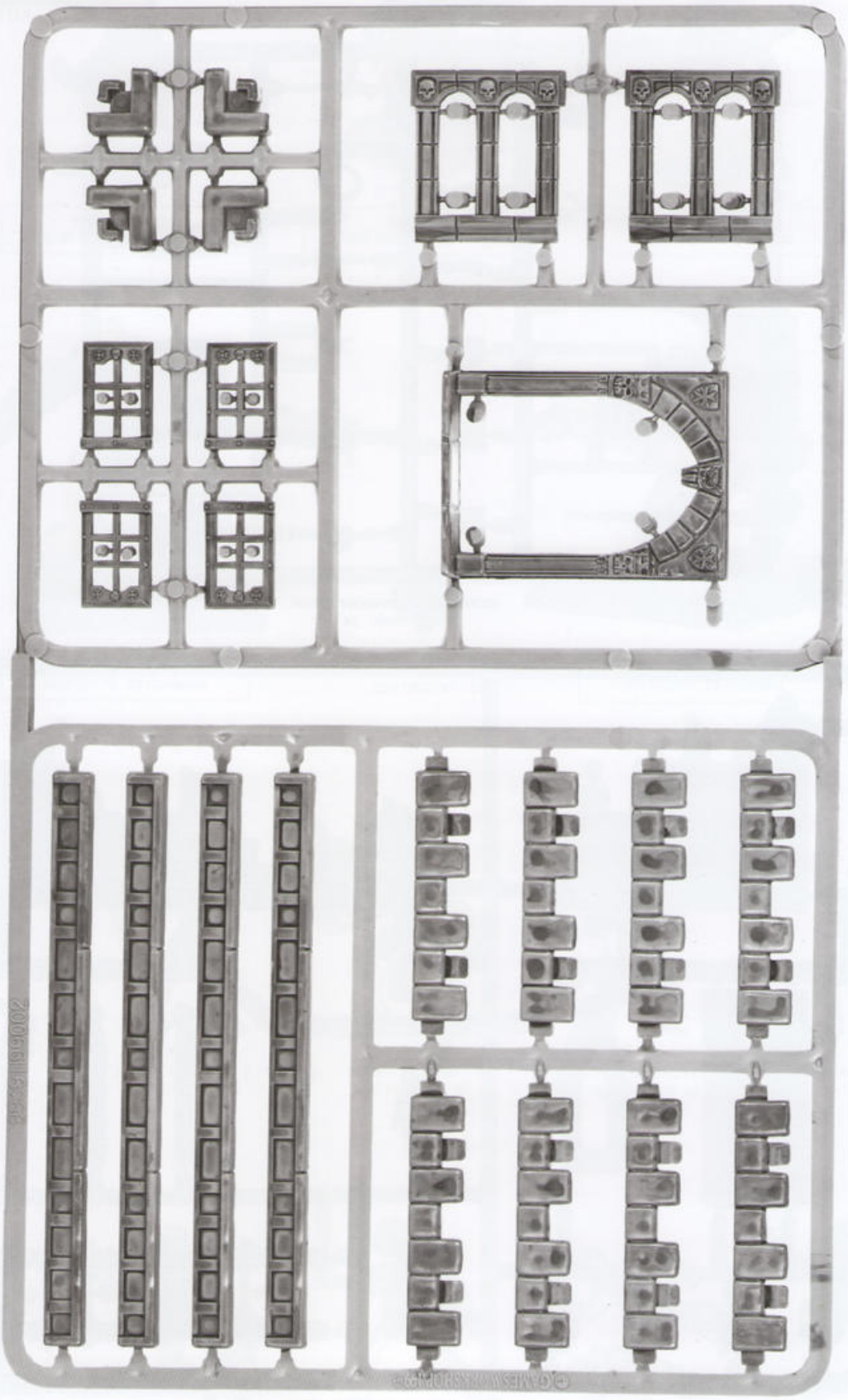
Sprues shown at 90% of actual size



MORDHEIM BUILDING SUPPORTS SPRUE
99391199002 **£6**

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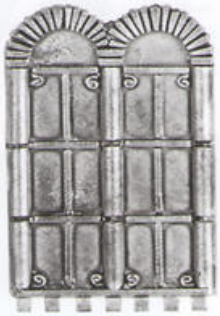
MORDHEIM DOORS 1
9947119900401 **£3**

MORDHEIM DOORS 2
9947119900402 **£4**

BUILDING ACCESSORY
9947119900603B **£2.50**



MORDHEIM BIG WINDOW 1
9947119900301A **£2.50**

MORDHEIM DOUBLE WINDOW
9947119900303A **£2.50**

MORDHEIM WINDOW 3
9947119900302C **50p**

MORDHEIM WINDOW 4
9947119900302D **50p**

MORDHEIM BIG WINDOW 2
9947119900301B **£2**

MORDHEIM BIG WINDOW 3
9947119900301C **£2**

MORDHEIM WINDOW 2
9947119900302B **50p**

MORDHEIM WINDOW 1
9947119900302A **50p**

BUILDING ACCESSORY
9947119900603A **£1**

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Fortresses & Watchtowers

The towers and fortress wall sections on these pages are a few examples of the many types of fortifications of the Warhammer world. You can also imagine other types of towers: the elegant pinnacles of Cathay, the Leaning Tower of Tilea, and the High Elven towers of Ulthuan. Here is a selection of what you can do by converting and modelling to personalise forts and watchtowers to your army's race.

Above: Balsa wood has been glued over holes cut into this section of the Warhammer Fortress wall to give it a ramshackle, patched-up look.

Below: The 'Eavy Metal model makers created this piece for the 2000 release of Warhammer Armies: Orcs & Goblins. Interesting details include the enemy shields adorning the watchtower.

Left: This Goblin watchtower was built by Jeremy Vetock from the US White Dwarf team, and is a real grand undertaking! Building from a single Warhammer Fortress tower, this centrepiece is encrusted with detail, including Snotlings, Squigs and mushrooms poking out of every nook and cranny!

Right: This Beastmen tower features an elevator operated by a Chaos Spawn. With cloven hooves, the Beastmen have trouble navigating ladders (so the modeller reasoned) and thus used this crude lift instead.

Above: Carved and shaped from rockface, this stout Dwarven watchtower could easily be found guarding a vital mountain pass somewhere high up in the Worlds Edge Mountains.

Below: This Leaning Tower of Tilea was created by Nigel Stillman. There are loads of interesting details to the tower, like the paintings on the walls, and the damsel leaning out to look at her rescuer. Every part of the tower has lots of awesome details that make this scenery really stand out.

Below: This Lizardmen wall section was made from polystyrene boards that were decorated with glyph plates on the walls and ledges to add more character to it.

Below: This is the keep of a cruel and powerful Vampire Count. Its prisons are always kept with "fresh blood," should the lord of the castle require any refreshment. This tower was taken from the Warhammer Fortress but was bedecked with spikes and other grim trophies.

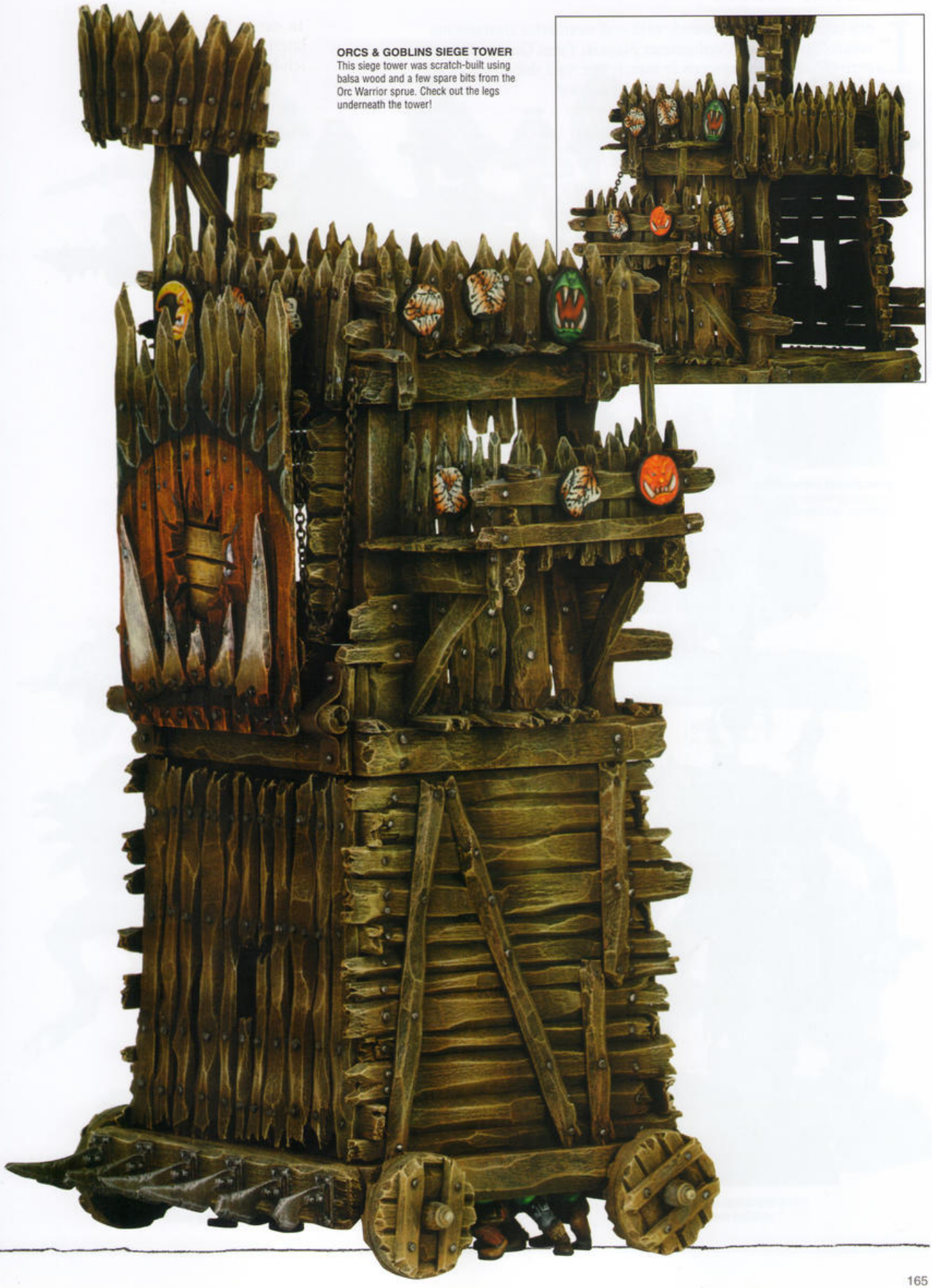
Siege Equipment

Whether you are reducing the local Vampire Count's castle to rubble or attempting to storm a walled Empire city, a good Warhammer game can be transformed into an amazing siege battle with the right materials. Here are some examples of what you can do with some imagination and a bit of hard work to convert and scratch-build using some of the components from the Warhammer range.

UNDEAD BATTERING RAM
This unit of Skeleton Warriors have been made using the coffin shields and bits and pieces that have been scavenged from various bits boxes

NURGLE SIEGE TOWER
This creaking, disease-filled Nurgle siege tower was scratch-built from lots of balsa wood and plasticard.

CHAOS UNDIVIDED SIEGE TOWER
With some simple additions to the Warhammer Siege Tower, you can turn an ordinary siege engine into a more personalised siege tower for your army.



ORCS & GOBLINS SIEGE TOWER
This siege tower was scratch-built using balsa wood and a few spare bits from the Orc Warrior sprue. Check out the legs underneath the tower!

Conversions

Let's take a look at the weird, wild and wonderful conversions created by various Warhammer players. From Golden Demon entries, army centrepieces or merely the mad dabblings of an insane genius, we present them in all their glory!

MERCENARY PAYMASTER
Converted by Michele Isaja
Painted by Tom Gilbert

OGRE LEADBELCHERS
by Ulisse Razzini

MUTATED GIANT
by Jasper Kuipers

BOYAR BATTLE STANDARD
by Games Workshop Studio

DUELLISTS
by Joe Sturge

KISLEVITE HERO
by John Cadice

ZOMBIE DRAGON
by Pete Foley

SLAUGHTERMASTER
by Mark Bedford

Golden Demon

Every year sees Golden Demon painting competitions all over the world and every tear sees scores of talented hobbyists further pushing up the level of skill and workmanship in the frankly jaw-dropping models entered. With the wide range of possibilities with the Warhammer range, the category is always heated and very competitive every year.

SPECIAL EDITION
This Special Edition Ogre Kingdoms Tyrant was part of the Ogre army deal from Christmas of 2004.

JOSE CARLOS REVERTE EXOJO
(Golden Demon Spain 2001)

JOSE OSCAR GARCIA GONZALEZ
(Golden Demon Spain 2000)

CHRISTIAN BLAIR
(Golden Demon UK 1998)

THOMAS DAVID
(Golden Demon France 2000)

ROBERT CARDISS
(Golden Demon UK 2000)

Any time, any place, anywhere...

From the mercenary warbands of Tilea, to the brutish Ogres from the east, these bands of warriors live by fighting – fighting for pay, fighting for adventure and, most importantly of all, fighting for the chance to gain fabulous wealth. To the north of the Empire lies the land known as Kislev. The first bastion of men to defend against the forces of Chaos that pours from the Northern Wastes. Sometimes these warriors will fight with a few allied regiments from the Empire, but normally they would face the force of Chaos on their own, or until help arrives.

Great beasts and monsters roam the Old World causing havoc to small villages and decimating crops and livestock from the surrounding countryside. Sometimes they can be tamed enough for heroes to ride into battle, and cause fear and terror in the hearts of their foes.

Siege engines and equipment are a necessary tool for any general wishing to storm a fortress or castle, for only a fool would charge a well-defended castle without the aid of siege equipment and towers.

The Monsters & Mercenaries Collectors' Guide is the most comprehensive resource ever compiled for anyone who has an interest in Warhammer. This full colour, 168-page book is packed full of:

- Complete components lists for Dogs of War, Kislev, Ogre Kingdoms, Siege Equipment and Monsters, including pictures, prices and codes.
- Golden Demon winning entries.
- Great Siege, Fortresses, Dogs of War, Kislev and Ogre Kingdoms conversions.
- Awesome Dogs of War and Ogre Kingdoms armies from around the world.

So, whether you are a seasoned Warhammer general or building your first army, this is one book you really can't do without!

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